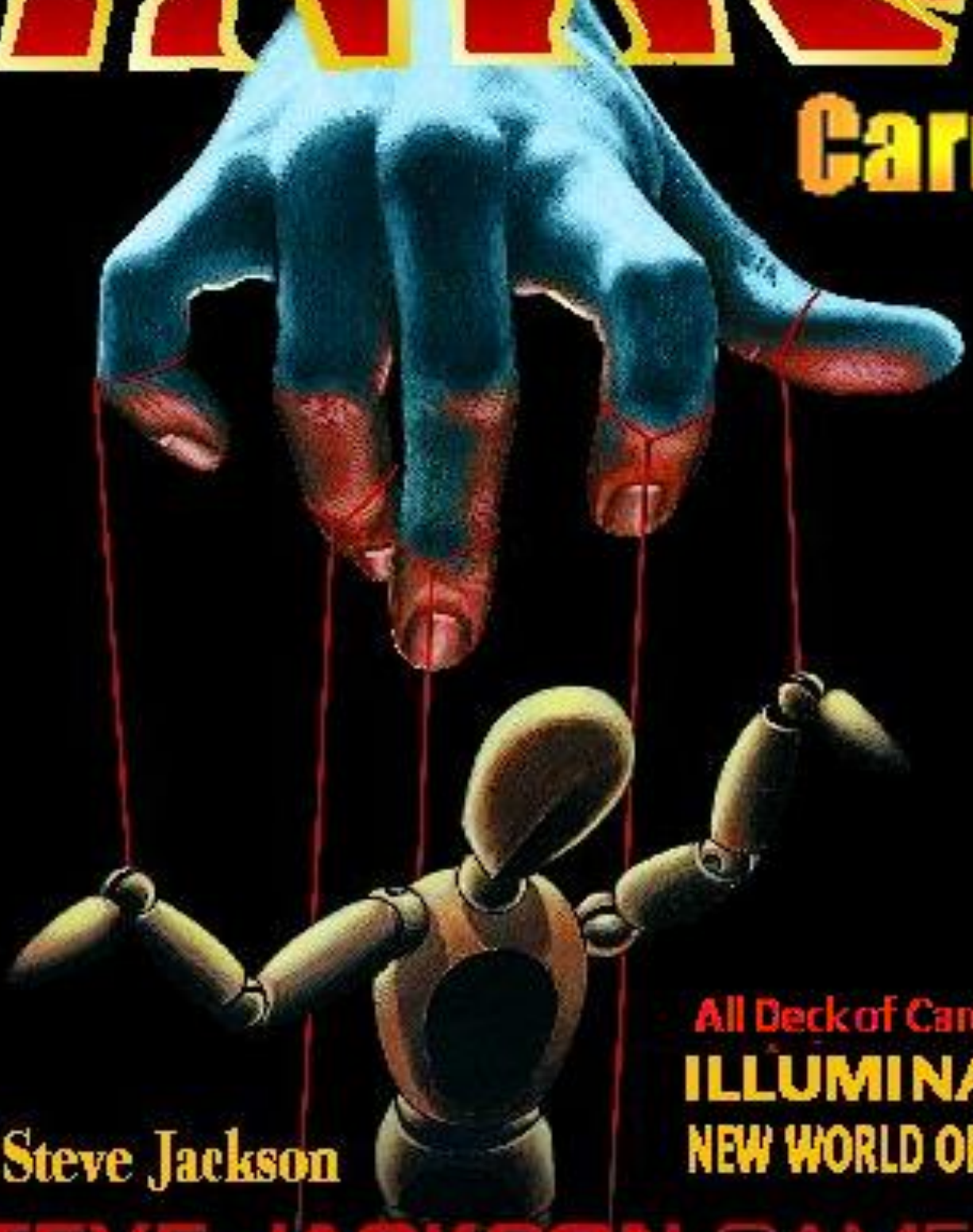
The NWO Cards



All Deck of Cards To
ILLUMINATI:
NEW WORLD ORDER

By Steve Jackson

STEVE JACKSON GAMES

18½-Minute Gap

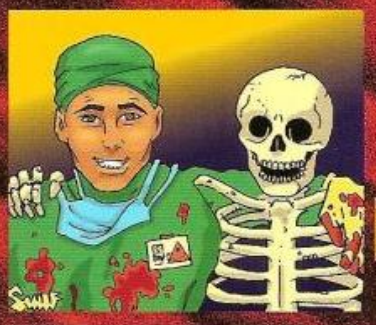
Play this card immediately after someone else plays a Plot card.

That card is canceled, but not discarded. Instead, add it to your own hand!

You must spend *all* the Action tokens now on your Illuminati (minimum 1!), and discard the top undrawn card from *both* your Plots and Groups decks.

Requires Discards and All Illuminati Actions

A.M.A.



The A.M.A. has +5 for a direct attack on any *Science* group, or gives a +5 bonus when it uses its Power to aid any Science group against an attempt to control or destroy.

POWER 3 RESISTANCE 4

Peaceful, Conservative

Science

Adepts of Hermes

SPECIAL GOAL

Each *Magic* Resource you control counts as one group toward the Basic Goal.

POWER 7/7

If you fail an Attack to Control against a Group from your own hand, you do not lose the group . . . just return the card to your hand. The Adepts of Hermes have a +6 on *any attempt* to control or destroy a *Magic* group.

Agent in Place

Play this card at any time. This card requires an action by one group with a Power of 4 or more.

Pick one rival. You may look at all his hidden Plot cards, and pick one for him to discard!

Requires Action

Air Magic

Play this card to help protect a Place against any *Disaster*, except Earthquake or Volcano. The Power of the Place is *tripled* for this one defense.

Playing this card is an action for a *Magic* group. Alternatively, you may "sacrifice" the top Plot card from your deck, to power this card. Discard it without looking at it.

Requires Magic Action or Discard

Air Magic

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Playing this card is an action for a *Magic* group. Alternatively, you may "sacrifice" the top Plot card from your deck, to power this card. Discard it without looking at it.

Requires Magic Action or Discard

Personality

Al Gore

Has +8 for direct control of any Green group.

POWER 1 RESISTANCE 4

Liberal, Government

Computer, Green

Albino Alligators

Play this card at any time to give +10 Power or Resistance (your choice) to any Weird group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

Alternate Goals

You may possess two Goal cards, and win with either one!

You cannot combine the goals from the two cards in any way.

American Autoduel Association

The AADA gets a +4 bonus (instead of a penalty) for any attack to destroy a Violent group. It can also aid any such attack, with a +4 bonus.

POWER 1 RESISTANCE 5

Violent, Weird

An Offer You Can't Refuse

Play this card at the beginning of your turn. You may draw two *extra* Plot cards . . . not from your deck, but from the deck of a rival! Or you may take one card each from two rivals' Plot decks. To do this, you must give up your chance to draw any Group cards this turn.

Draw No Group Cards This Turn

And STAY Dead!

Play this card immediately after any Group has been destroyed or discarded by any player. It requires an action from a *Magic* group.

The destroyed group is *gone forever* – no card or special ability can revive it.

Requires Magic Action

Angel's Feather

This item must be linked to a Peaceful group. Any failed Attack to Control made by the group, or any successful attack of *any* kind made against *any* Peaceful group you control, is re-rolled. The second roll counts.

Unique Magic Artifact

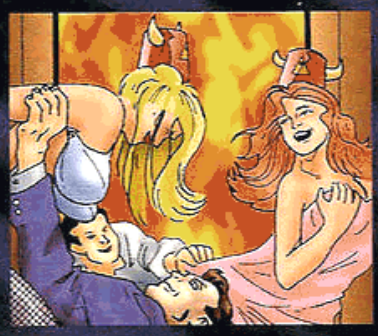
Angst

The leaders of your target group (any Place or Organization except the Illuminati) find life boring and meaningless. Their power is permanently reduced to 1. Link this card to the target.

Play this card at any time except during an attack. It requires an action from your Illuminati *and* either the Psychiatrists, the Intellectuals, or the Orbital Mind Control Lasers.

Requires Illuminati and Special Actions

Annual Convention

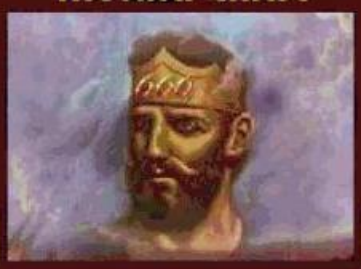


"Tragically, the organization's yearly meeting was in the path of the destruction . . ."

Play this card immediately after a Place has been destroyed or *Devastated*. It is an Instant Attack to Destroy any Organization in play. The Power of the attack is 12 if the affected Place was completely destroyed, or 9 if it was merely devastated. Groups capable of *Magic* or Weird *Science* can interfere either for or against the attack. Other groups cannot aid either side.

Personality

The Anti-Christ



When the Anti-Christ comes into play all Church Groups must remove all of their action tokens and place them on the Anti-Christ. He may save his actions. Each turn he gets one action for each group he controls. (If he controls no groups he gets no tokens). Any Church group has +10 to destroy him, but no church group may make or participate in any attack to Control Him.

He is only secret if he controls no groups. He gives +4 on any Disaster or Assasination.

POWER 6/6 RESISTANCE 6

Violent, Fanatic

Church, Secret (Sometimes)

Antiwar Activists

Gives all groups in your Power Structure an extra +4 Resistance against any attack made by (or aided by) a Government group.

POWER 1/1 RESISTANCE 3

Peaceful, Liberal

Anti-Nuclear Activists

Gives +6 on *any attempt* to destroy any *Science* group, or +10 against the Nuclear Power Companies. Gives +4 on *any attempt* to control any *Green* group.

POWER 2 RESISTANCE 5

Liberal

Green

Are We Having Fun Yet?

"Boss, this secret society stuff is getting old. Can't we take a vacation or start a band or something?"

Play this card at any time. It requires an action by group(s) with total Power greater than that of the target. One action or special-ability use of the target is canceled.

Requires Action

Ark of the Covenant

Write down the name of one of your groups and put it under this card. If that group is destroyed, reveal the note. The group that destroyed it is also destroyed, unless it was an Illuminati. In that case, its owner must choose one group to lose. The destroyed enemy group counts for *your* Goals, and you may put the name of another group in the Ark.

You may change the name in the Ark during your turn only.

Unique Magic Artifact

Assertiveness Training

Play this card at any time. It requires action(s) by Violent group(s) with a total Power equal to the Resistance of the target group, *doubled* if the group is currently Peaceful. If it is controlled by a rival, add bonuses for its closeness to the Illuminati.

Alternatively, one Illuminati action will do the job.

The target becomes permanently Violent. If it was Peaceful, that alignment is lost. Keep this card, with a link to the target.

Requires Action

Atomic Monster

Disaster! This is an Instant Attack to Destroy any *Coasto!* Place. It does not require an action. Its Power is 16 against a *Huge* Place, 20 against any other Place, but 24 against Japan or California.

If the attack succeeds, the target is *Devastated*. If it succeeds by more than 6, the target is destroyed.

Or play at any time to give +10 to any attack to destroy the Robot Sea Monsters or the Nuclear Power Companies!

Disaster!

B.A.T.F.

Has +8 on any direct attack to destroy any Fanatic group. Gives +6 for *any attempt* to control or destroy the Gun Lobby, the Tobacco Companies, or the Liquor Companies.

POWER 3 RESISTANCE 2

Violent, Government

Backlash

This card may be played at any time. It requires an action by some group with at least one alignment in common with the target, other than Fanatic!

Any one change in the target's alignment, Power, or Resistance *due to a Plot card* is undone and returns to its original value. Remove the link, and discard that Plot card. This does not affect changes made by a NWO card.

Requires Action

Bank Merger

Place an Action token on any one *Bank* group, or on two or more *Bank* groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action

Bank of England

You may exchange this group's action for two Plot cards, at any time.

POWER 3 RESISTANCE 6

Straight, Government

Bank

Bavarian Illuminati

POWER 10/10

SPECIAL GOAL

Control a total Power of 50 or more, counting Bavaria's own Power.

Each turn, you may declare one of your attacks *privileged*.

Benefit Concert

Play this card at any time to give +10 Power or Resistance (your choice) to any Liberal group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

Bermuda Triangle

POWER 8/8

SPECIAL GOAL

Control a total Power of at least 35, counting Bermuda's own Power, *and* at least one group of each alignment. A group with more than one alignment counts for all its alignments.

You may reorganize your groups freely at the end of your turn.

Big Media

Gives +4 to *any attempt* to control or destroy other *Media*. May aid or oppose any attack made by, or against, any other *Media* group.

4/4 RESI6NCE

Straight, Liberal

Media

Bigfoot

Bigfoot has the power to distract any *Media* group by showing himself in public. By using his action, Bigfoot can cancel any action taken by any *Media* group.

Bigfoot also gives you a +3 on *any attempt* to control a *Green* group.

Unique ACTION

Personality

Bill Clinton

Bill Clinton gives a +3 on *any attempt* to control any Government group that is part of the US. He has a +8 for *direct control* of any Government group.

Any time Clinton's alignments matter, roll a die. On a 1-3, he's liberal at the moment. On a 4-6, he's not.

POWER 4 RESI2NCE

Straight, Liberal (sometimes), Government

Bimbo at Eleven

This card gives +5 on an Attack to Destroy any *male* Personality. The attack must come from a *Media* group. The attack becomes Privileged except for *Media* groups – any *Media* group can interfere on either side!

If the attack succeeds, the target is considered *permanently* disgraced and out of public life. Thus, he cannot be returned to play by any means!

Personality

Bjørnë

"I luff you all, hä, hä!"

Beloved by children, detested by adults, the Viking dinosaur has a +4 for *direct* control of any *Media* group. Bjørnë gets *one extra Action token* for every *Media* group he controls directly!

However, anyone who destroys or kills Bjørnë can immediately draw a Plot card as the thanks of a grateful world, plus one *extra* Plot card for every point of Bjørnë's Power at the time.

POWER 1 RESI4NCE

Peaceful *Media*

Black Activists

Gives +2 to *any attempt* to control any Liberal group.

Gives +4 to your defense against any attack made, or aided, by a Liberal group.

POWER 3 RESI4NCE

Liberal

Blitzkrieg

Play this card after you take control of any Group. Place an Action token on the newly-captured Group, so that it can act during the same turn it was captured!

Blood, Toil, Tears and Sweat

Discard any one New World Order card now in play.
This requires the action(s) of *Media* groups with a combined Power of at least 4.
This card may be played at any time.

Requires Media Action

Bodyguard

Play this card after any type of *Assassination*. It becomes an automatic failure.
Then link this card permanently to the card it protected. That Personality now has an extra +6 against any Attempt to Destroy, *including* further *Assassinations*. If the Personality is killed or destroyed, the Bodyguard is lost.

Book of Kells

This powerful grimoire increases the regular and Global Power of the owning Illuminati by 1. Or, if linked to a *Magic* group, it gives that group an extra Action token each turn. The group can make no Attack to Destroy on any turn it gets an extra token!

Unique Magic Artifact

Botched Contact

Use this card when a rival plays a Group for an automatic takeover. He must return that Group to his hand, and pick another card for automatic takeover that turn.
Playing this card requires an action from one of your groups.

Requires Action

Boy Sprouts

Whenever the Boy Sprouts help to bring *Relief* to any *Devastated* location, you may draw a Plot card. For purposes of bringing *Relief*, they have a Power of 12.

POWER 1* RESISTANCE 3

Straight, Peaceful

Place

Brazil

The natural resources of Brazil give one extra Action token each turn to the group that controls it, if that group is Corporate.

POWER 3 RESISTANCE 3

Government

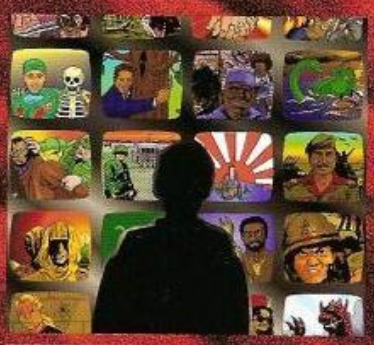
Huge, Coastal, Nation

Bribery

*"Perhaps **this** will change your mind . . ."*
Play this card immediately after any die roll (by any player). That roll is immediately changed, retroactively, to a 2. If it was an attack, it succeeds only if the attack had a net Power of at least 2; attacks with a lower Power cannot succeed.
This requires *all* Action tokens currently on your Illuminati (a minimum of 1!).

Requires All Illuminati Actions

Cable TV



500 channels and nothing's on . . .
Add 1 to this group's regular and global Power for each Personality in your Power Structure.

POWER 3/2 RESISTANCE 2

Corporate

Media

Place

California

All your *Media* groups have +1 Power.

POWER 5 RESISTANCE 4

Weird, Liberal, Government

Coastal, Huge, Green

Place

Canada

Canada has a +10 for *direct control* of any *Green* group.

POWER 3 RESISTANCE 4

Peaceful, Liberal, Government

Huge, Green, Coastal, Nation

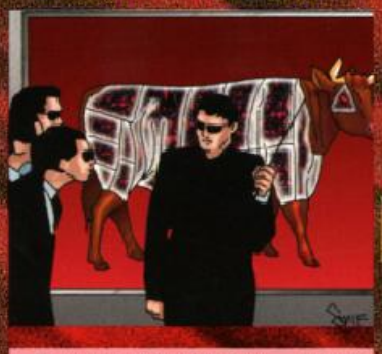
Car Bomb

Assassination: This is an Instant Attack to Destroy any Personality at any time. It does not require an action. Its Power is 8.

A single Violent or Criminal group *may* use its action for this attack, and add its own Power.

Assassination!

Cattle Mutilators



Their weird rituals foretell the future . . . and more.

By using this card's action, you can expose *all* hidden Plot cards belonging to any one rival.

POWER 2 RESISTANCE 6

Criminal, Weird

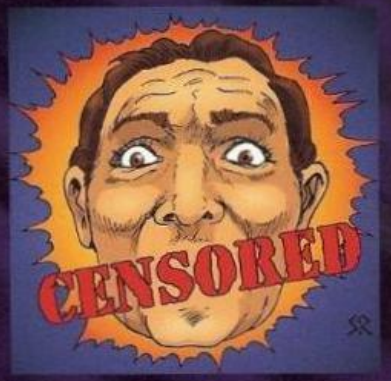
Secret, Magic

Celebrity Spokesman

Play this card at any time except during an attack. Link any Personality you control to any Organization that is not *Secret* or Government, and has no *opposed* alignments.

The Power of the Personality is increased to 4. The bonus is lost if either card is captured or destroyed.

Censorship



This isn't a freedom-of-speech issue. This is a decency issue. We're closing you down.

This card may be played by any Straight, Conservative or Government group which makes (or aids) an attack against a *Media* group. It gives an extra +15 Power to that attack and makes it Privileged.

Place

Center for Disease Control

As its action, the CDC can supply *Relief* to one *Devastated* location each turn. If the CDC makes a *direct* attack to destroy a Place, it can use biological warfare and get a +15 (!!) to its attack. If the attack *fails*, the CDC is automatically destroyed by the owner of the Place that it attacked.

POWER 1 RESISTANCE 2

Peaceful, Government

Science

Center for Weird Studies

Home of the High Energy Cheese lab, the Bozon Control Project, and other things they don't teach in Physics class.

Once per turn, on your turn, you may discard any Plot card from your hand and add an extra Action token to any one of your Groups or Resources which has already used its action. This does not let a group use its Power twice in the *same* attack.

Unique

CFL-AIO

Although the CFL-AIO is Corporate, it can call a *strike* against any other Corporation. It gets a +10 for a *direct* Attack to Destroy any Corporate group, rather than the normal -4. It gives a +4 for *any attempt* to destroy such a group.

POWER 6 RESISTANCE 5

Liberal, Corporate

Charismatic Leader

This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

The Power for one Fanatic group is increased to 6. Link this card to your chosen Fanatic group.

No player may have more than one Charismatic Leader in play.

Requires Action

Place

China

The natural resources of China give one extra Action token to the group that controls it, if that group is Corporate.

China has endured for thousands of years, and will likely be here for thousands more. Any attempt to destroy it, even a *Disaster*, has a penalty of -20.

POWER 4 RESISTANCE 4

Government

Huge, Communist Coastal, Nation

Church of Elvis

He isn't dead! I saw him last week at the gas station! Praise Elvis!

Power of this group becomes 4 if Elvis is in play, or 8 if *you* control him.

POWER 1* RESISTANCE 3

Peaceful, Weird

Church

C.I.A.

The CIA gets a +4 bonus, rather than the normal -4 penalty, to destroy any other Government group. When the CIA attempts to destroy a Personality, it may choose to make it an *Assassination*. The attack becomes *Instant*, and if it succeeds, the target is dead.

6/4 RESISTANCE 5

Violent, Government

Citizenship Award

This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

The Power for one Conservative group is increased to 6. Link this card to your chosen Conservative group.

No player may have more than one Citizenship Award in play.

Requires Action

Clipper Chip

All Government groups in your Power Structure gain the ability to listen in on phone conversations worldwide. Only for legitimate law enforcement, of course . . .

Increase the Power of all your Government groups by 2. You are also totally immune to the Phone Phreaks.

If you ever have no Government groups, you must discard this Resource. No player may have more than one Clipper Chip in play at a time.

Clone Arrangers

Gives +4 on *any attempt* to control a Personality (by replacing them with a clone).

As its action, this group may restore to life any just-killed Personality card. Other groups cannot interfere in any way. The restored Personality may be placed on any open control arrow of any of your groups. The original Personality no longer counts as "destroyed" for the goals of whoever killed it.

6/2 RESISTANCE 6

Violent, Criminal

Communist, Science, Secret

Clone

This card permits you to play, from your hand, a Personality which duplicates one who has been *Assassinated*. You may attempt to control that Personality normally. If you control the Clone Arrangers, you *automatically* control the new card.

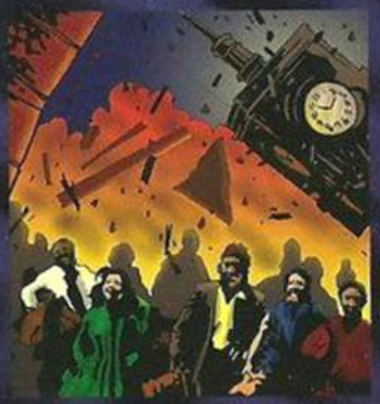
The original Personality no longer counts as "destroyed" for the goals of whoever killed it.

Cold Fusion

Play this card at any time to give +10 Power or Resistance (your choice) to any *Science* group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

Combined Disasters



You may combine two *Disasters* on the same Place, as long as both are eligible to be used on it. Play both of the *Disaster* cards, as well. Pick one *Disaster* to be the "main" one, and follow all the instructions on its card. Add the Power (but none of the other effects) of the other *Disaster*.

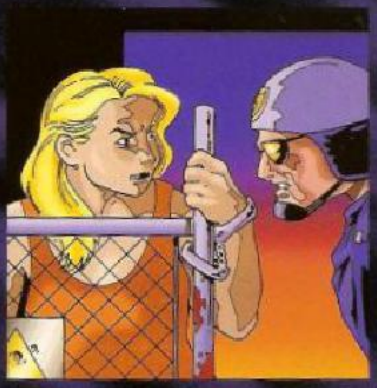
Comic Books

If the Comic Books attack to control a Weird group, or help the attack, the target's printed Resistance becomes 0 against that attack, and it gets no Resistance bonus for the Weirdness of its own master.

POWER 1 RESISTANCE 1

Weird, Violent — Media

Commitment



The Resistance for any one group is increased to 8. Link this card to your chosen group.

Playing this card is a free move and may be done at any time, even while its target group is being attacked. The target group may belong to any player, or may be one that has just been played from a rival's hand.

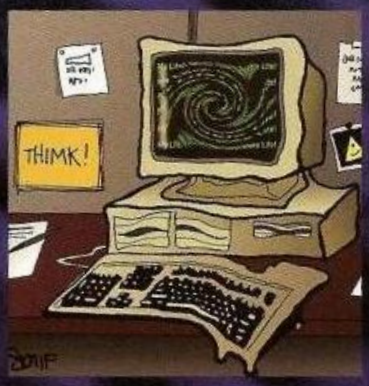
Computer Security

This card completely negates any Plot card that concerns *Computers* or is used on a *Computer* group. It may be played at any time, as long as it is used *immediately* after the other card is played.

Using this card costs an action from the Network or any *Computer* group.

Requires Network or Computer Action

Computer Virus

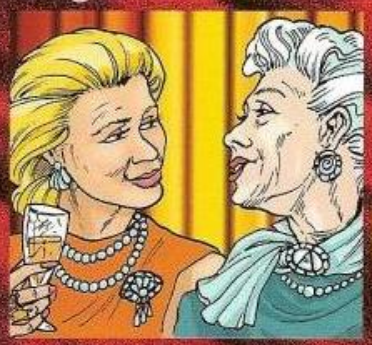


Play this card immediately after any die roll (by any player). You may change the result of that die roll, retroactively, by 2 . . . in either direction.

This requires an action from any *Science*, *Space* or *Computer* group.

Requires Science, Space or Computer Action

Congressional Wives

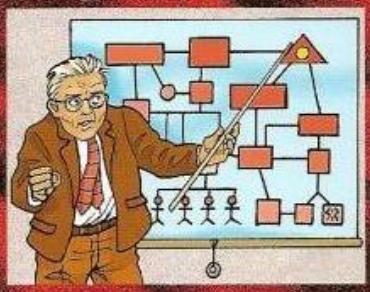


The Congressional Wives have a +10 to take *direct* control of any Government group.

POWER 1 RESISTANCE 4

Straight, Conservative

Conspiracy Theorists



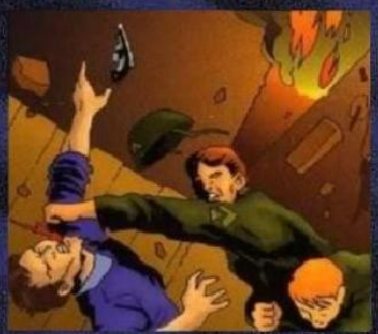
This powerless and much-mocked group is prized by the Illuminati, because their wild ravings often contain useful ideas!

While you control this group, you may have one *extra Plot card* in your hand at all times.

POWER 0 RESISTANCE 6

Weird

Counter-Revolution



Use this card when you play, from your hand, a *Nation* which duplicates a group that has already been destroyed. This also requires action(s) by your Illuminati, or by Government groups with a combined Power of at least 10. You may now play that *Nation* as though it had never been destroyed.

The original *Nation* no longer counts as "destroyed" for the goals of whoever destroyed it!

Requires Government or Illuminati Action

Personality

Count Dracula

Dracula has +10 on any *direct* attempt to control the Vampires.

The Count cannot be destroyed unless a *Magic* group or card is used. But if destroyed, he is *permanently* dead – *nothing* can bring him back.

No *Magic* Artifact linked to the Count can ever be lost by him or taken away by any means . . . but if he dies, that Artifact is lost forever.

POWER 2 RESISTANCE 7

Violent — Magic

Corruption

"The black market in relief supplies is growing daily . . ."

Play this card after *Relief* has come to a *Devastated* area. Corrupt local officials steal the supplies, and no new relief may be attempted for that area until after the next turn of the person playing this card.

Counterspell

Suddenly the candles flared brilliantly, and the servitors scattered. Too late! The altar exploded, and the roof began to sag . . .

Play this card when any *Magic* Resource is used to attack you or help an attack on you, in any way. You must use either the action of a *Magic* group or your Illuminati.

That Resource is destroyed! Discard the card.

Requires Magic or Illuminati Action

Cover of Darkness

The schedule was tight, but they made the switch with minutes to spare. Their van was several blocks away when the red glow grew behind them and the screaming started. Their precious target was safe.

Play this card immediately after a *Gadget* or *Artifact* Resource has been destroyed or discarded. It's not destroyed after all . . . you get it!

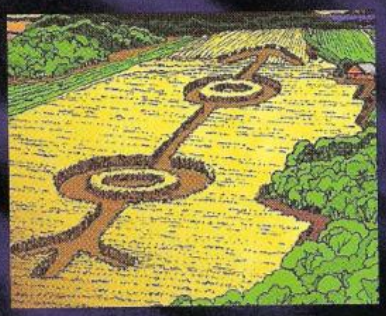
Cover-Up

Play this card at any time a *Secret* group has been successfully attacked. That attack becomes a failure. It requires an action from another *Secret* group or your Illuminati.

Alternatively, you can use this card to nullify an *Exposed!* card, pulling the group back into hiding, if it is played immediately. This is a free move.

May Require Secret or Illuminati Action

Crop Circles



The ritual runes, each hundreds of yards across, appeared in a single night, focusing their power on the ley lines all across England . . .

Play this card when you are entitled to draw either Plot or Group cards. You have *30 seconds* to look through one deck and *choose* as many cards as you are currently entitled to draw. You must reshuffle the deck afterward. This costs an action from a *Magic* group.

Requires Magic Action

Crystal Skull

An ancient South American artifact, created by a technology no one can duplicate today . . .

Whenever you draw a Plot card, you may look at the top three cards in your deck and pick the one you want. You may replace the other two either on the top of the deck or on the bottom, before looking for your next card.

Unique Magic Artifact

Currency Speculation

Use this card at any time. The Power or Resistance of any one of your *Bank* groups is *tripled* for its next action or defense.

Cyborg Soldiers

Link this card to any Violent group. The Power of that group is *doubled*. If that group is destroyed, the Cyborg Soldiers are also lost.

Gadget

Cycle Gangs

"Hordes of bikers are rampaging and looting, adding to the destruction . . ."

Gives a +2 on any attempt to destroy another group, or a +4 to any *Disaster* you play (except in *Space*).

POWER 1 RESISTANCE 4

Violent, Weird

Personality

Dan Quayle

"P-O-T-A-T . . . Aww, come on, guys, let's go golfing."

Nobody could be this dumb . . . could they? Danny has the power to distract any *Media* group by making an incredibly stupid public remark. By using his action, he can cancel any action taken by any *Media* group.

POWER 1 RESISTANCE 1

Straight, Conservative

Deasil Engine

Play this card at any time to make any *Gadget* Resource run backwards, destroying itself. Its owner must discard it. (But if anyone plays another Deasil Engine immediately, they cancel out!)
Neither use counts as an action.

Death Mask

Whoever wears it can see a slightly different world through its staring eyeholes . . . and when the mask is removed, the different world is the true one.
Link the Death Mask to any *Magic* group. That group can now use its action to enter any attack *after* the dice are rolled (if it could have entered normally, that is). If its Power is enough to change the result, that's what happens . . .

Unique Magic Artifact

Deep Agent

You may totally negate the privilege of a privileged attack. The attack continues, but the privilege may not be reinstated!
Playing this card is a free action, but interference itself is an action for each group that interferes.

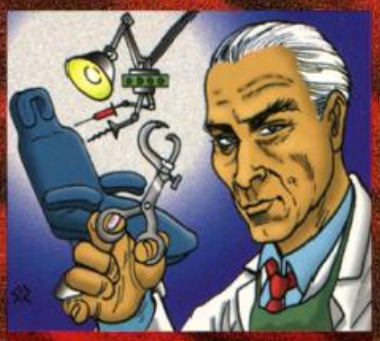
Democrats

for every reaction, there is an equal and opposite government program.
The Democrats have an extra +4 for direct control of any Government group that is not a *Nation*.

6/5 RESI4NCE

Liberal

Dentists



"You're not doing ***anything*** *this week, Senator. Those wisdom teeth have to come out* ***right now.****"*
By using their own action, the Dentists can cancel the Action(s) of any Personality.

POWER RESISTANCE 2

Straight

Deprogrammers

Gives a +4 to *any attempt* to destroy a Weird or Fanatic group, or +8 if the target is both Weird and Fanatic. Discordia's immunity to Straight groups does not extend to the Deprogrammers.

POWER RESI4NCE

Straight

Dictatorship

Play this card during your turn, on any *Nation* which you control. This is an action for that *Nation* or its master.
The target is now a *Dictatorship*. It gets +2 Power. It becomes Violent, if it was not already.
Link this card to the *Nation*.

Requires Action

Place

Dinosaur Park

Dinosaur Park can use its action to increase the Power of any *Disaster* by 4 . . . as dangerous dinosaurs "accidentally" escape from their shipping containers amidst the chaos.
This group *and its master* may aid or oppose any attack on any Corporate or *Science* group.

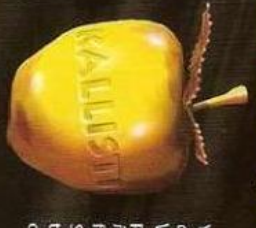
POWER RESISTANCE 3

Corporate *Science*

Discordian Society

SPECIAL GOAL
Any Weird group with a Power of 3 or more counts double toward your total number of groups controlled.

POWER 7/7



You have a +4 on *any attempt* to control Weird groups. Your power structure is *immune* to attacks from Government or Straight groups, and to all special abilities of these groups.

Dollars for Decency

Place an Action token on any one *Straight* group, or on two or more *Straight* groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action

Double-Cross

Play this card at any time a rival uses a Plot card to look at your hidden Plot cards.

Your opponent loses the card which let him spy on you, and any actions that powered it. He does not get to look at (or steal) any of your cards after all!

Druids

The Druids may aid or oppose any attack made by, or against, any *Magic* group, even if it is *Secret*.

Place a link between this group and any chosen Place. That Place has an effective +8 Power against *Disasters*. But if that Place is destroyed, the Druids are destroyed, too, and count as a destroyed group for the attacker.

2/1 RESISTANCE 4

Magic, Green

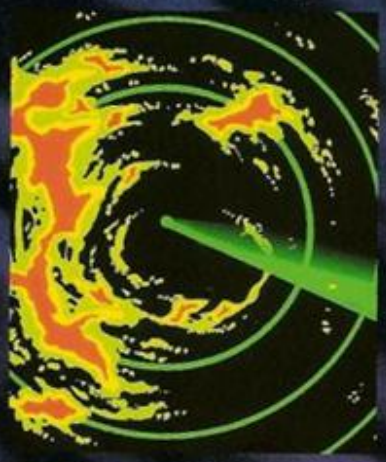
E.F.F.

Has +4 for *direct* control of any *Computer* group. If the E.F.F. helps to defend a *Computer* group against attack, the *total* Power spent by *all* defending groups is doubled.

2/1 RESISTANCE 3

Liberal — *Computer*

Early Warning



Play this card, as a free move, after any *Disaster* is played. It gives the target +10 to defend against that one Disaster.

Earth Magic

Play this card to help protect a Place against a *Disaster*. Using this card lets any *Magic* groups in play use their Action tokens to oppose the attack.

Earthquake Projector

This device can act once per turn. It can increase the Power of any Attack to Destroy a Place, or of any *Disaster* card, by 2.

Gadget — ACTION

Earthquake

Disaster! This is an Instant Attack to Destroy any Place. It does not require an action. Its Power is 12 against a *Huge* Place, 16 against any other Place.

If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 5, the target is destroyed!

Disaster!

Eat the Rich!

Carefully orchestrating the media, you create an insane groundswell of anger, blaming the wealthy and powerful for everything.

This card may be played by any *Media* group which makes an Attack to Destroy against a Group with a Power of 6 or more, or *aids* that attack. It gives an extra +10 to that attack and makes it Privileged.

Elders of Zion

An ancient and subtle brotherhood, the Elders know well the art of conspiracy. They can reorganize your entire Power Structure. This must take place on your turn, and requires their action *and* an action from your Illuminati.

POWER 2 RESISTANCE 7

Fanatic — Secret

Eco-Guerrillas

Has +6 on *direct* attacks to destroy Corporate groups.

Increases Resistance of all your groups by 2, against any attack made by (or aided by) a Corporate group.

POWER 1 RESISTANCE 6

Violent, Liberal — Green

Eliza

Is it really alive, or does it just think it is?

Eliza can be linked to any *Computer* group, or to the Network. That group gets an extra Action token each turn! But if that extra action ever results in a roll of 11 or 12, Eliza has crashed. Discard this card – and expose all your hidden Plot cards.

No group may have more than one Eliza.

Gadget

Personality

Elvis

It was him! It was him!

Elvis has the power to distract any *Media* group by making a brief public appearance. By using his action, Elvis can cancel any action taken by any *Media* group! Elvis also has +6 for *direct* control of the Church of Elvis.

"Elvis has left the building . . ."

POWER 1 RESISTANCE 4

Embezzlement

Play this card immediately when another player draws a Plot card, before he uses it or announces what it is. That Plot card becomes yours! But you must discard one *other* Plot card from your own hand, as well.

Requires Plot Discard

Emergency Powers

This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

The *Power* for one Government group is increased to 6. Link this card to your chosen Government group.

No player may have more than one Emergency Powers in play.

Requires Action

Empty Vee

This group, and all other *Media* groups in your Power Structure, are totally immune to attacks from Straight groups.

Each Personality you control gets +1 to its own Power.

POWER 3 RESISTANCE 2

Media

Place

England

Though England's power is reduced today, her influence is still felt everywhere. England gets *two* action tokens every turn.

POWER 2 RESISTANCE 6

Government — *Huge, Coastal, Nation*

Epidemic

Disaster! This is an Attack to Destroy any Place. It does not require an action. Its Power is 14.

This is *not* an Instant attack; other groups can interfere normally.

If the attack succeeds, the target is *Devastated*. This attack cannot actually destroy the target.

Disaster!

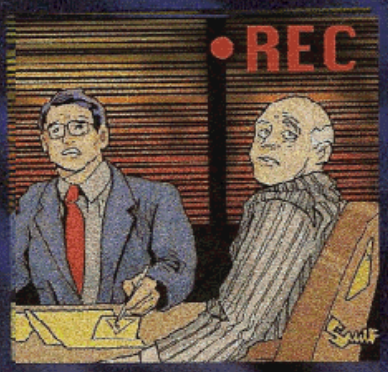
Evil Geniuses for a Better Tomorrow

As this group's action, you may automatically take over any *Gadget* Resource from your hand. You must then link it to the Evil Geniuses. Resources linked to them cannot be unlinked . . . they are lost or captured if the Evil Geniuses are!

2/2 RESISTANCE 6

Violent, Weird — Science

Exposed!



Watch them scatter like cockroaches . . .

Play this card at any time. It requires the action of any *Media* group with a Power of 4 or more. One *Secret* group is now exposed. Unless this card is *immediately* countered, that group permanently loses its *Secret* status!

Requires Media Action

F.B.I.

Has +10 to *directly* destroy a Criminal group.
Gives +4 on *any attempt* to destroy a Criminal group, or +2 on *any attempt* to control a Criminal group.

4/2 RESISTANCE 6

Straight, Government — Science

Faction Fight

Played along with a duplicate card for any Group controlled by one of your rivals, this gives an *extra* +5 bonus to the attack, and makes that attack Privileged!
Using this card is not an action, but the attack is.

Fast Food Chains

Would you like fries with that?
Gives +6 on *any attempt* to destroy a Green group.
Would you like fries with that?
Nobody has *any* idea what's in those secret recipes. And when they find out, they forget again. The owner of this card can automatically hide two exposed Plots on his turn; no action is required.
Order the fries, earthling!

POWER 2 RESISTANCE 4

Straight, Corporate

Federal Reserve

Gives a +6 on any *attack* against any *Bank*, and a +2 on *any attack* against any *Nation* or Corporate group.

5/3 RESISTANCE 7

Government — Bank

Feminists

The Feminists give an extra +3 on *any attempt* to control a Liberal group or destroy a Conservative one.
By using the Feminists' action, you can randomly draw one Group from the hand of any rival. If the group is Liberal, it goes into *your* hand. Otherwise, give it back . . .

POWER 2 RESISTANCE 2

Liberal

Personality

Fidel Castro

Nobody's ever known exactly what Fidel was up to . . .
Link this card to one hidden Plot (put it upside-down on the table). Nothing can expose that Plot while Fidel remains in play. If the Plot is used, you may link another one to Fidel on your own turn.

POWER 1 RESISTANCE 6

Liberal, Government — Communist

Fiendish Fluoridators

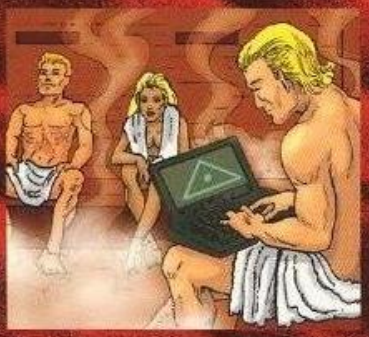
Gives +5 to *any attempt* to destroy a Straight or Conservative group. When you *do* destroy one, draw a Plot card!

POWER 3 RESISTANCE 5

Fanatic — Secret, Science, Communist

Place

Finland



Finland has a +6 for *direct* control of any *Computer* group, and gives a +2 to *any attempt* to control a *Computer* group.

POWER 2 RESISTANCE 5

Liberal, Government

Computer, Coastal, Nation

Flower Power

Place an Action token on any one *Peaceful* group, or on two or more *Peaceful* groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action

Flower Power

Place an Action token on each of your Peaceful groups which does not already have one. This card may be played at any time.

This card does not benefit groups which are suffering from the effect of any card or special ability that *prevents* them from getting Action tokens.

Flat Earthers

People laugh, but the Flat Earthers *know something*. For their action, you may roll 2 dice. If your roll is *equal to or less than* the number of *Places* you control, the Flat Earthers' weird alternate geology has led them to a gold strike, and you may draw as many Plot cards as the number you rolled.

POWER 1 RESISTANCE 2

Weird, Conservative

Flying Saucer

This whirlie was found buried in a cornfield in Idaho. It will take a small number of people anywhere in the world, undetectably, within an hour.

Linked to a *Personality*, the Flying Saucer gives him +10 against any Attack to Destroy or *Assassination*. It is captured or destroyed if he is.

Left unlinked, as property of the Illuminati, the Flying Saucer lets you make one extra automatic takeover each turn. This may only be used for a Resource. If you make this extra takeover, you must discard your top undrawn Plot card in exchange.

Unique Gadget Artifact

Fnord Motor Company

"Carriages without horses shall go / and accidents fill the world with woe."
– Mother Shipton (1488-1561)

Everybody subsidizes Detroit. As its action, this group can let you re-roll any failed attack by another group in your Power Structure. But you must also discard one Plot card.

POWER 2 RESISTANCE 4

Peaceful, Corporate

Fnord!

Play this card immediately after any die roll *you* make. You may discard that roll and try again.

This does not count as an action, but you must discard your top Group card, or any two Group cards from your hand.

Requires Discard

Foiled!

You may force any rival to discard one *exposed* Goal card.

This card may be used at any time, but requires an action from a *Media* group.

Requires Media Action

Forgery

"Hah! You have been deceived by a clever duplicate . . . but we have the real thing!"

This card lets you make an automatic takeover of a Resource card from your hand, duplicating any *Unique* Resource already in play.

Your Resource is the real one. The owner of the other one must discard it.

Place

France

France has always loved liberal causes. France's Power can be used to defend any Liberal group you control, as a *free move*.

POWER 3 RESISTANCE 5

Liberal, Government

Huge, Coastal, Nation

Fraternal Orders

You think they look silly with their hats and their motor scooters. If you knew what those hats really meant, you'd never laugh at anything, ever again . . .

By spending this group's action, you may draw another Group card at any time.

POWER 3 RESISTANCE 5

Conservative

Freaking the Mundanes

Place an Action token on any one *Weird* group, or on two or more *Weird* groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action

Fred Birch Society

The Fred Birch Society, spiritual leaders of right-wingers everywhere, counts as *two* Conservative groups for any Illuminated goal, though not for the Basic Goal.

POWER 1 RESISTANCE 4

Conservative, Straight

Full Moon

Place an Action token on each of your Fanatic groups, *whether it has one or not*, and any other Fanatic group in play that you want to benefit!

This card may be played at any time. It requires an action from your Illuminati.

This card does not benefit groups which are suffering from any effect that *prevents* them from getting Action tokens.

Requires Illuminati Action

Fundie Money

Play this card at any time. It requires action(s) by Conservative group(s) with a total Power equal to the Resistance of the target group, *doubled* if the group is currently Liberal. If it is controlled by a rival, add bonuses for its closeness to the Illuminati.

Alternatively, one Illuminati action will do the job. The target group becomes permanently Conservative. If it was Liberal, that alignment is lost. Keep this card, with a link to the target.

Requires Action

Gang War

Place an Action token on any one *Criminal* group, or on two or more *Criminal* groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action

Gang War

Place an Action token on each of your Criminal groups which does not already have one. This card may be played at any time.

This card does not benefit groups which are suffering from the effect of any card or special ability that *prevents* them from getting Action tokens.

Gay Activists

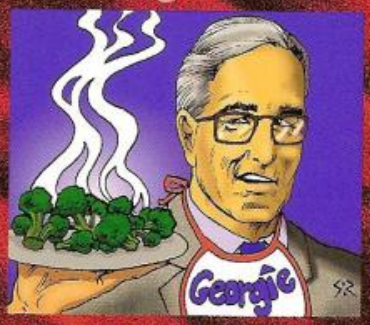
This group can, as its action, *reverse* any one alignment of any group in play. It may do this at any time except during an attack. The effect lasts only until the end of the current turn.

POWER 2 RESISTANCE 3

Weird

Personality

George Bush



George Bush is conservative – when he feels like it. He is treated as Conservative if and only if you, the Illuminati pulling his strings, *want* him to be Conservative . . .

POWER 2 RESISTANCE 3

Straight, Conservative (sometimes)

George the Janitor

"Boss? Their dumpster was ***full****. I got as much as I could . . ."*

Play this card at any time. It requires an action by one group.

Pick a rival. That rival must now pick one of his hidden Plot cards. Now you decide (without looking) whether he must expose that card, or expose all his *other* hidden Plots.

Requires Action

Place

Germany

Germany can save its actions. It gets an Action token each turn, even if some are already on it – and it *can* use its tokens together in one attack.

Gives a +2 to *any attack* to control a *Science* group.

POWER 4 RESISTANCE 3

Conservative, Government

Huge, Coastal, Nation

Giant Kudzu

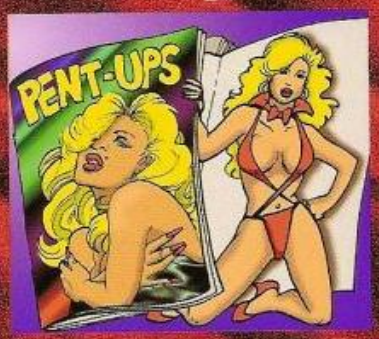
Disaster! This is an Attack to Destroy any Place. It does not require an action. Its Power is 30 against a *Coastal* Place, 24 against any other Place.

This is *not* an Instant attack; *any* group can use its action to aid the victim (but not the Kudzu).

If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 6, the target Place is completely destroyed!

Disaster!

Girlie Magazines



Has +5 for *direct control* of any Straight group. But they don't look at the pictures, they just read the articles. Honest!

POWER 2/1 RESISTANCE 2

Liberal

Media

Gnomes of Zurich

SPECIAL GOAL

POWER 9/9

Any Corporate group or *Bank* with a Power of 4 or more counts double toward your total number of groups controlled.

You may hold 6 Plot cards in your hand, rather than the usual 5. You have a +4 on *any attempt* to control any *Bank*.

GOAL

Criminal Overlords

"The law, in its majestic equality, forbids the rich as well as the poor to sleep under bridges, to beg in the streets, and to steal bread."

— Anatole France

Any group that is both Violent and Criminal counts double toward your total number of groups controlled.

GOAL

Criminal Overlords

Any group that is both Violent and Criminal counts double toward your total number of groups controlled.

GOAL

Fratricide

Remember: Defeat is worse than death, because you have to live with defeat.

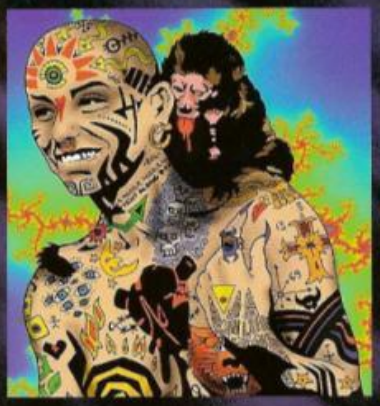
Destroy two other Illuminati groups!

To destroy an Illuminati, you must remove its last puppet. You may do this yourself, or you may help someone else to do it. Any kind of help counts . . . adding Power to an attack, or using a Plot card or special ability.

This Goal cannot be combined with other Goals in any way.

GOAL

Hail Eris!



Are they really Discordians? Who knows?

Any Weird group with a power of 3 or more counts double toward your total number of groups controlled.

GOAL

Kill for Peace

Destroy Violent groups, and control Peaceful groups, in any of the following combinations:

Destroy 2 Violent, control 6 Peaceful
Destroy 3 Violent, control 5 Peaceful
Destroy 4 Violent, control 4 Peaceful
Destroy 5 Violent, control 3 Peaceful
Destroy 6 Violent, control 1 Peaceful

This Goal cannot be combined with other Goals in any way.

GOAL

Let Them Eat Cake!

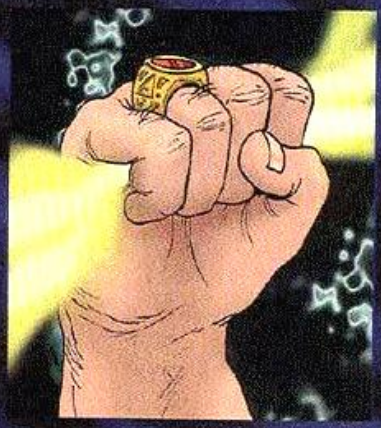
Destroy Liberal groups, and control Conservative groups, in any of the following combinations:

Destroy 2 Liberal, control 6 Conservative
Destroy 3 Liberal, control 5 Conservative
Destroy 4 Liberal, control 4 Conservative
Destroy 5 Liberal, control 3 Conservative
Destroy 6 Liberal, control 1 Conservative

This Goal cannot be combined with other Goals in any way.

GOAL

Power for Its Own Sake



Control groups with a total Power of 50, including your Illuminati group.

GOAL

Power to the People

Destroy Conservative groups, and control Liberal groups, in any of the following combinations:

Destroy 2 Conservative, control 6 Liberal
Destroy 3 Conservative, control 5 Liberal
Destroy 4 Conservative, control 4 Liberal
Destroy 5 Conservative, control 3 Liberal
Destroy 6 Conservative, control 1 Liberal

This Goal cannot be combined with other Goals in any way.

GOAL

The Corporate Masters

Any Corporate group with a Power of 4 or more counts double toward your total number of groups controlled.

GOAL

The Hand of Madnes

Destroy Peaceful groups, and control Violent groups, in any of the following combinations:

Destroy 2 Peaceful, control 6 Violent
Destroy 3 Peaceful, control 5 Violent
Destroy 4 Peaceful, control 4 Violent
Destroy 5 Peaceful, control 3 Violent
Destroy 6 Peaceful, control 1 Violent

This Goal cannot be combined with other Goals in any way.

GOAL

Up Against the Wall

Destroy Government groups, and control Violent groups, in any of the following combinations:

Destroy 2 Government, control 6 Violent
Destroy 3 Government, control 5 Violent
Destroy 4 Government, control 4 Violent
Destroy 5 Government, control 3 Violent
Destroy 6 Government, control 1 Violent

This Goal cannot be combined with other Goals in any way.

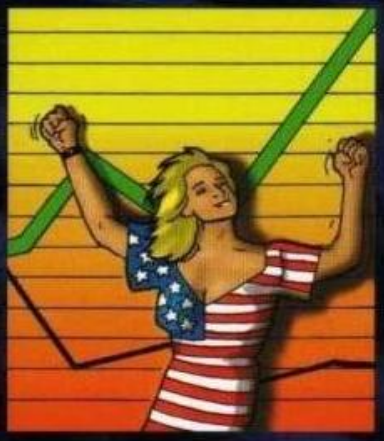
Goldfish Fanciers

We're sorry, but we're not even permitted to *hint* at what the Secret Knowledge is about goldfish. Your entire Power Structure is completely immune to attacks by Fanatic groups. No, we're *really* not going to explain why.

POWER 1 RESISTANCE 4

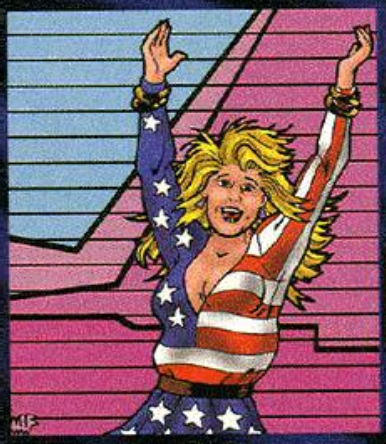
Peaceful, Fanatic

Good Polls



Play this card at any time. Until the beginning of your *next* turn, the Power and Resistance for all your groups of any chosen alignment is *tripled*, for defense only.

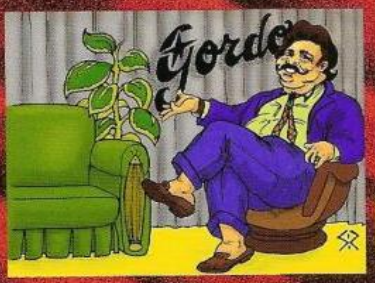
Good Polls



Play this card at any time. Until the beginning of your *next* turn, the Power and Resistance for all your groups of any chosen alignment is *tripled*, for defense only.

Personality

Gordo Remora



"Next up on Gordo: People who believe in conspiracies! Are they nuts, or just too stupid to live? You decide!"

He mobilizes hate and fear against fringe groups . . . anything for a ratings point! Gordo gets a +10 bonus if he makes a *direct* attack to destroy a Weird group.

POWER 1 RESISTANCE 0

Liberal — Media

Grassroots Support

This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

The Power for one Straight group is increased to 6. Link this card to your chosen Straight group.

No player may have more than one Grassroots Support in play.

Requires Action

Gremlins

Gremlins do not exist!

This card can be used to remove the Action token from any *Computer* group, or to cancel its action *if the action was a use of its Power.*

Alternatively, play this card to force a rival to put one *Gadget* Resource back in his hand.

Gun Lobby

Resistance is 3 normally. Against any Liberal, Weird or Communist group, resistance is 10!

Any time a Conservative or Violent group in your Power Structure is attacked – whether it succeeds or fails – you may draw a Plot Card as soon as the attack is over, if you still control the Gun Lobby.

POWER 1 RESISTANCE 3*

Violent, Conservative

Hackers

The Hackers have a +4 for *direct* control of any *Computer* group. They give a +2 to *any attempt* to destroy or control any *Computer* group.

POWER 3/2 RESISTANCE 4

Weird, Fanatic — *Computer*

Hallucinations

You control a powerful telepath. Unfortunately, she's totally insane . . . but she can act once per turn, to project her madness into the mind of any Personality and cancel *their* action, or to give +3 on any attempt to destroy them.

ACTION

Hammer of Thor

This mystic artifact can act once per turn.

Its action can be used to increase the Power of any Government or Violent group by 2, either to make any attack or to defend against an Attack to Destroy.

Unique Magic Artifact — **ACTION**

Harmonica Virgins

Play this card at any time to give +10 Power or Resistance (your choice) to any *Magic* group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

Hat Trick

Play this card immediately after you use a Plot card. Discard this card instead, and put the other Plot card back into your hand.

Using this card requires an action from a group with a Power of at least 3.

Requires Action

Place

Hawaii

The traditional vacation spot for the world's middle class, Hawaii gives one extra Action token to the group that controls it, if that group is Corporate.

POWER 1 RESISTANCE 2

Corporate

Coastal

Head in a Jar

Play this card when one of your Personalities is killed. It takes precedence over any enemy attempt to capture or permanently eliminate the destroyed card.

Link this card to the Personality. It remains in play, but can never control any group that it didn't control before it went in the jar. It gets a +10 to defend against any further *Assassinations*. It can Attack to Destroy, or aid attacks with its Power, but it's doing all its business by telephone . . .

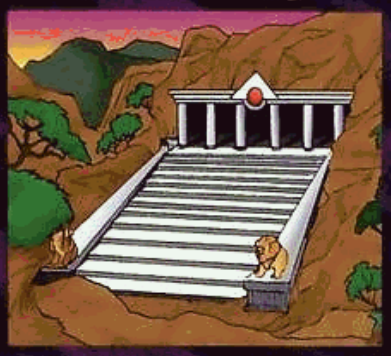
Hex

Play this card at any time except during a privileged attack. A *Magic* Resource controlled by a rival is destroyed. Discard its card.

This card requires an action by your Illuminati, or by a *Magic* group with a Power of 3 or more.

Requires Magic or Illuminati Action

Hidden City



Control of the Hidden City gives your Illuminati +2 to their Power and Global Power.

The Hidden City may be attacked using any *Disaster* card; it is not *Huge* or *Coastal*. It can be defended, in all ways, as though it were a Place with a Power of 10. It cannot be *Devastated*. If it is destroyed, another Hidden City may be played by any player.

Unique

Hidden Influence

The group of your choice now has Global Power equal to its regular Power. Link this card to the group.

This requires an action from your Illuminati. It may be played at any time.

Requires Illuminati Action

Personality

Hillary Clinton

Gives +2 to *any attempt* to control Bill Clinton, Congressional Wives, or Democrats. +6 to take *direct control* of any of these groups.

POWER 2 RESISTANCE 4

Liberal

Hit and Run

Assassination! This is an Instant Attack to Destroy any Personality, at any time. It does not require an action. Its Power is 10.

A single Fanatic group *may* use its action for this attack, and add its own Power.

Assassination!

Hitler's Brain

"No, it's not exactly **alive**. *But it's not dead. And we can feel its dreams . . ."*

Was he Illuminated himself? You're not cleared for that. But the evil brain lies plotting, twisting the souls around it . . .

Draw an extra Plot card, or hide all your exposed Plots, any time you destroy a group. You may not take control of any Peaceful group while you have Hitler's Brain.

Unique Artifact

Hoax

This card may be played immediately after *any* other Plot card is played, for *any* purpose. That card is canceled. Both cards are discarded.

Use of this card requires action(s) by group(s) with a total power of at least 6. You must *also* discard your own top undrawn Plot card.

Requires Action and Discard

Place

Hollywood

"Behind the phony tinsel of Hollywood lies the real tinsel." — *Oscar Levant*

The Power of Hollywood (both regular and Global) is increased by 2 for each *Media* Personality in your Power Structure.

3/3 **0**

Liberal — Media

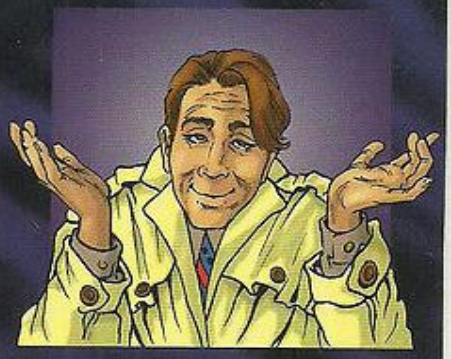
Hurricane

Disaster! This is an Instant Attack to Destroy any *Coastal* Place. It does not require an action. Its Power is 16 against a *Huge* Place, 20 against any other Place.

If the attack succeeds, the target is *Devastated*. This attack cannot actually destroy the target.

Disaster!

I Lied



"A lie is an abomination unto the Lord and a very present help in time of trouble." — *Adlai Stevenson*

Play this card immediately after you agree to sell or trade something . . . groups, Plot cards, whatever.

You don't have to keep your side of the deal, but the other party *does*.

Personality

Imelda Marcos

"Can we stop at the shoe store?"

Wonder where all that gold went? Whenever Imelda uses her Power against a Government group or *Bank*, you may choose to roll 1 die. If the result is 1 through 5, her Power for the attack is 5. On a 6, she is destroyed, and counts as a destroyed group for the target of the attack.

1* **1**

Criminal

I.R.S.

At the beginning of your turn, you may "tax" any one rival for the top Plot card from *his* deck – he may look at it before giving it to you. This is *not* an action for the IRS.

5/3 **5**

Criminal, Government — Bank

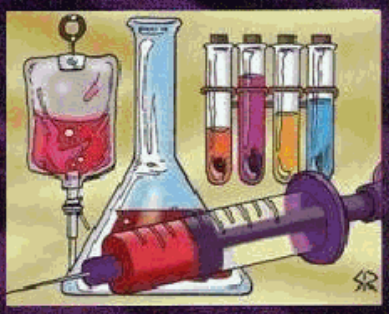
I.R.S.

At the beginning of your turn, you may "tax" any one rival for the top Plot card from *his* deck – he may look at it before giving it to you. This is *not* an action for the IRS.

5/3 **5**

Criminal, Government — Bank

Immortality Serum



"By the way. If your join us, you can live forever. Interested?"

This card may be used for one Personality. Keep it unlinked until it is used. The link remains if the Personality is captured from you.

You may use it to take control of *any* just-played Personality, including one from another player's hand! No die roll is required. Link the card to that Personality. Now *nothing* can kill that Personality, including destruction of a Place he's linked to. He also has +5 against ordinary attacks to destroy.

You may also link it to a Personality you control

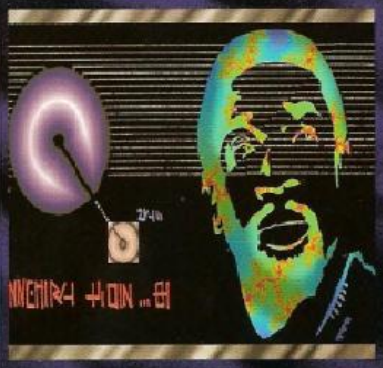
Impostor

This card permits you to play, from your hand, a Personality which duplicates one who has been Assassinated. You must also spend an action from one group with an alignment in common with the Personality. You automatically control the new card.

The original Personality no longer counts as "destroyed" for the goals of whoever killed them.

Requires Action

Infobahn



Play this card at any time to give +10 Power or Resistance (your choice) to any *Computer* group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

Intellectuals

"I didn't understand that. It must be true."

A *Media* group which controls the Intellectuals cannot be captured, or destroyed except by a *Disaster* or *Assassination*, and its own Power is increased by 1.

POWER 1 RESISTANCE 3

Weird, Fanatic

Interference

You may interfere with a privileged attack, on either side. No other players may interfere unless they use other Plot cards or special abilities.

Playing this card is a free move, but interference itself is an action for each group that interferes.

International Cocaine Smugglers

Gives +4 on *any attempt* to control the following groups, or any of their puppets: Punk Rockers, Cycle Gangs, Urban Gangs, Hollywood, Manuel Noriega.

Feel free to extend this bonus to any *Personality* that all players can agree on . . .

POWER 3 RESISTANCE 5

Violent, Criminal

International Communist Conspiracy

+3 on *any attempt* to control any *Communist* group, or any puppet of a *Communist* group. The International Communist Conspiracy also has a +4, rather than a -4, for *direct* control of any Fanatic *Communist* group.

POWER 3 RESISTANCE 3

Fanatic

Communist

International Weather Organization

All Places you control get a +6 to defend against any *Disaster* . . . but any *Disaster* you visit upon a rival, except in *Space*, has +4 Power.

POWER 1 RESISTANCE 2

Straight, Liberal

Computer, Science

Place

Israel

Gives +8 on *any attempt* to control the Mossad. Israel has sympathizers everywhere. Israel can interfere in any attack, regardless of alignment, even if it was privileged. The privilege is negated.

POWER 3/3 RESISTANCE 8

Violent, Government

Coastal, Nation

Place

Israel

Gives +8 on *any attempt* to control the Mossad. Israel has sympathizers everywhere. Israel can interfere in any attack, regardless of alignment, even if it was privileged. The privilege is negated.

POWER 3/3 RESISTANCE 8

Violent, Government

Coastal, Nation

Place

Italy

Italy loves artists, rebels and madmen. Italy's Power can be used to defend any Weird group you control, as a *free move* . . . no Action token required.

POWER 3 RESISTANCE 6

Liberal, Government

Coastal, Nation

Jake Day

Play this card at any time. It requires action(s) by Weird group(s) with a total Power equal to the Resistance of the target group, *doubled* if the group is currently Straight. If it is controlled by a rival, add bonuses for its closeness to the Illuminati.

Alternatively, one Illuminati action will do the job. The target group becomes permanently Weird. If it was Straight, that alignment is lost. Keep this card, with a link to the target.

Requires Action

Place

Japan

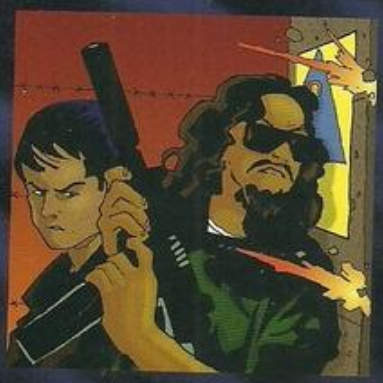
Japan has a +6 for *direct control* of any *Science* or *Computer* group.

POWER 6/4 RESISTANCE 8

Peaceful, Government

Computer, Coastal, Nation

Jihad



Play this card at any time to give +10 Power or Resistance (your choice) to any Fanatic group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

Personality

Jimmy Hoffa

Hoffa has the power to paralyze any Corporate group by threatening a strike. By using his action, he can cancel any action taken by any Corporate group.

+6 for *direct* control of the CFL-A/O.

POWER 2 RESISTANCE 3

Criminal

Joggers

No one ever suspects a harmless jogger . . . This group gives a +2 on any *Assassination* attempt. This group may not be destroyed.

POWER 1 RESISTANCE 2

Green

Junk Mail

Did you ever wonder what sort of sinister messages might be hidden in that book-club advertisement? No? Good. Don't think about it.

This group may attack any *Secret* group directly, or aid or oppose any attack on a *Secret* group. Gives a +6 to *any attempt* to take control of a *Secret* group.

POWER 1/1 RESISTANCE 3

Corporate, Criminal

Media

Just Say No

Play this card at any time to give +10 Power or Resistance (your choice) to any Straight group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

Ketchup is a Vegetable

Infiltrating government positions, your agents have deliberately announced stupid policies, undermining public trust.

Play this card along with any Attack to Destroy any Government group. The attack becomes Privileged, and you get a +5 bonus.

Kinder and Gentler

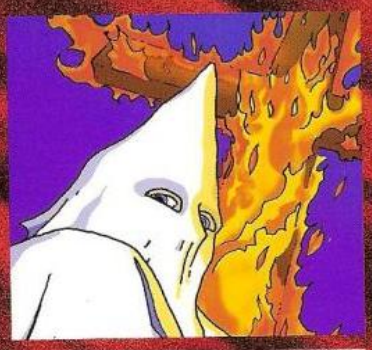
Play this card at any time. It requires action(s) by Peaceful group(s) with a total Power equal to the Resistance of the target group, *doubled* if the group is currently Violent. If it is controlled by a rival, add bonuses for its closeness to the Illuminati.

Alternatively, one Illuminati action will do the job.

The target group becomes permanently Peaceful. If it was Violent, that alignment is lost. Keep this card, with a link to the target.

Requires Action

KKK



If the KKK makes or aids an attempt to destroy any Peaceful group, all Violent groups in that attack, *on both sides*, have doubled Power.

POWER 2 RESISTANCE 5

Violent, Conservative

Place

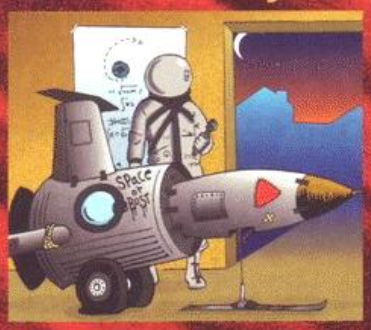
Las Vegas

You control the house. By spending Vegas' action, you may bet from 1 to 3 Plot Cards with any other player. Roll two dice. On a 6 or less, they win, and draw from your deck. On a 7 or more, you *win*, and you draw from *their* deck.

POWER 2 RESISTANCE 1

Corporate

L-4 Society



Gives +4 to *any attempt* to control or destroy any *Science* or *Space* group, or +8 for *direct control* of any *Space* group.

POWER 1 RESISTANCE 2

Weird

Space, Science

L-4 Society

Gives +4 to *any attempt* to control or destroy any *Science* or *Space* group, or +8 for *direct control* of any *Space* group.

POWER 1 RESISTANCE 2

Weird

Space, Science

Lawyers

Any group in your Power Structure gets a +4 defense bonus against any attack made or aided by a Government or Corporate group.

You do not have to pay taxes to the IRS.

4/3 RESISTANCE 1

Criminal

Let's Get Organized

Play this card during your turn, on any Group card that has fewer than three outgoing control arrows. This is an action for that group or its master. You must control the target.

The target group gains an extra control arrow, on either the end or the side of the card. Place this card underneath it, with an arrow showing, to provide the new arrow.

Duplicates of this card may not be used on the same group.

Requires Action

Let's Get REALLY Organized

Play this card during your turn, on any Group card that has one or two outgoing control arrows. This is an action for that group or its master. You must control the target.

The target group now has three outgoing control arrows. Place this card underneath it to provide the new arrows, or link this card to it to indicate that there are now three arrows.

Requires Action

Let's You and Him Fight

You instigate a feud among the agents of the enemy, and they obligingly eliminate each other.

Pick a rival and draw two Groups randomly from his hand. Choose one for him to discard; the other is returned to his hand. (For purposes of this card, Resources count as Groups.) If your victim has only one Group card, he loses it.

Play this card at any time. It requires an action by your Illuminati.

Requires Illuminati Action

Liberal Agenda

Play this card at any time. It requires action(s) by Liberal group(s) with a total Power equal to the Resistance of the target group, *doubled* if the group is currently Conservative. If it is controlled by a rival, add bonuses for its closeness to the Illuminati.

Alternatively, one Illuminati action will do the job.

The target group becomes permanently Liberal. If it was Conservative, that alignment is lost. Keep this card, with a link to the target.

Requires Action

Libertarians

If the Libertarians are involved in an attack to take control of any group *away* from a Government group, *double* the total Power of the attack.

If the Libertarians ever take control of a *Nation*, or a Government card representing a U.S. State, their Power becomes equal to that of the *Nation* or State.

POWER 1/1 RESISTANCE 4

Fanatic

Liquor Companies

With its huge advertising budget, this group gets a +4 on any *direct* attempt to control a *Media* group.

This group may use its action, at any time a rival is entitled to draw a card, to prevent him from making that draw. Only a single card-draw may be blocked per action.

POWER 3 RESISTANCE 1

Corporate

Loan Sharks

"It's Wednesday. Where's my six grand?"

The Loan Sharks get +1 Power for every other Criminal group in your Power Structure.

POWER 3 RESISTANCE 5

Violent, Criminal

Local Police Departments

Gives +4 to *any attempt* to destroy a Criminal group.

This group's master gets +1 Power and +3 Resistance.

This group cannot be destroyed.

POWER 1 RESISTANCE 4

Straight, Violent, Conservative

Loch Ness Monster

"I saw it! It was there! Call the papers! Call the National Guard! Sell my stocks!"

By using Nessie's action, you can cancel the action of any *Coastal* Place, or add +4 to any attempt to destroy a *Coastal* Place, or add +4 to the power of a *Disaster* aimed at such a place.

Unique ACTION

Logic Bomb

Pick one rival. You may look at all his hidden Plot cards, and choose one to take for yourself . . . but you must expose that card.

Play this card at any time. It requires an action by one group with a Power of 6 or more.

Requires Action

Madison Avenue

"It is morally wrong to allow suckers to keep their money."

-- Canada Bill Jones

Has +10 for *direct* control of any *Media* group, or gives +2 on *any attempt* to control or destroy any *Media* group. .

POWER 3/3 RESISTANCE 3

Corporate *Media*

Personality

Manuel Noriega

Noriega's master can "borrow" any of his alignments, even to the extent of reversing its own alignments, though only for purposes of making or aiding an attack.

Gives +6 to *any attempt* to control International Cocaine Smugglers.

POWER 1 RESISTANCE 2

Violent, Criminal, Government

March on Washington

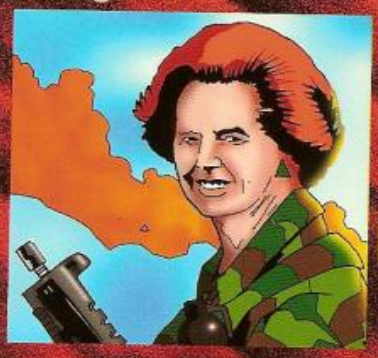
Play this card along with a Plot card that requires an action or actions. This card substitutes for any one action of a Power of 6 or less, from any Alignment or Attribute, though *not* an Illuminati action. However, you must discard the top undrawn Plot card from your own deck.

You may March On Washington only once per turn.

Requires Discard

Personality

Margaret Thatcher

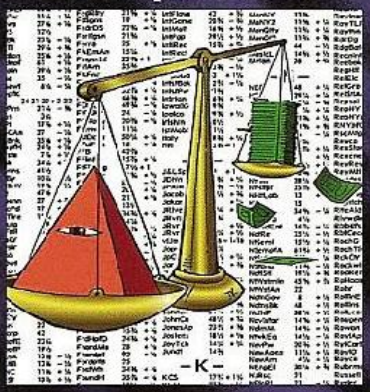


Gives +10 on *any attempt* to control England.

POWER 1 RESISTANCE 6

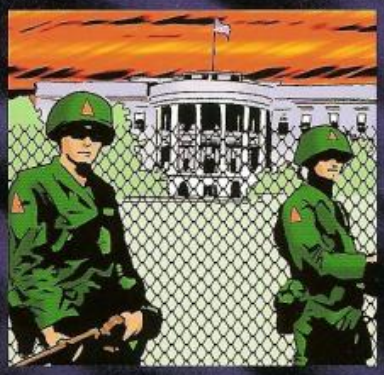
Straight, Conservative, Government

Market Manipulation



This card may be used at any time. Remove the Action tokens from any one Corporate group (if you choose) and any or all *Bank* groups. This does not count as an action.

Martial Law



Play this card at any time to give +10 Power or Resistance (your choice) to any Government group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

Martyrs

Play this card at any time to give +10 Power or Resistance (your choice) to any Peaceful group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

Mass Murder

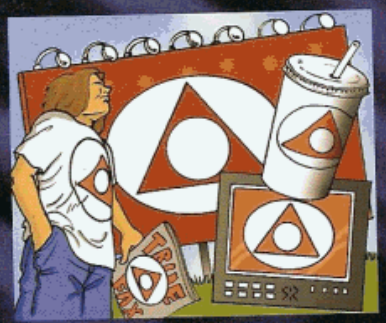
A shocking news story distracts all media, and by the time it runs its course, the public has forgotten all about . . . what WAS that issue, anyway?

Remove *all* Action tokens from any or all *Media* groups in play (your choice), and cancel any just-taken actions by *Media* groups.

Play this card at any time. It requires an action by your Illuminati, or by *Media* group(s) with a Power of 5.

Requires Media or Illuminati Action

Media Blitz



Use this card when you play, from your hand, a card which duplicates a Group that has already been destroyed. You must spend an action by a *Media* group. You may now play that Group card as though it had never been destroyed.

The original Group no longer counts as "destroyed" for the goals of whoever destroyed it!

This card cannot help a Personality who was *Assassinated*.

Requires Media Action

Media Connections

The group of your choice becomes a *Media* group, if it was not already one, with Global Power equal to its regular Power. Link this card to the group.

This requires action(s) from *Media* group(s) with a total Power of 6 or more. It may be played at any time.

Requires Media Action

Personality

Media Sensation

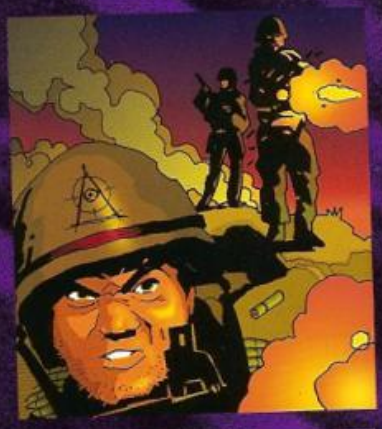
Write in any name from today's headlines . . . Any number of Media Sensations may be in play, as long as the names are different and don't duplicate any regular Personality card.

Destroying a Media Sensation does not count toward any Goal – they come and go too fast.

POWER 1 RESISTANCE 1

Media

Mercenaries



This small, elite corps specializes in covert wet work and things that go BOOM . . .

Can act once per turn, giving +4 to any Attempt to Destroy, or +1 to any Attempt to Control.

ACTION

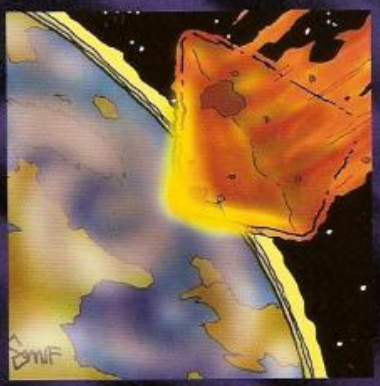
Messiah

Play this card at any time except during an attack. Link it to any Personality you control. That person is hailed as the Messiah by millions worldwide!

The new Messiah's Power and Resistance are both increased by 4, *plus* 2 more for every *Church* you control at any given time . . .

Only one Messiah can be in play at a time.

Meteor Strike

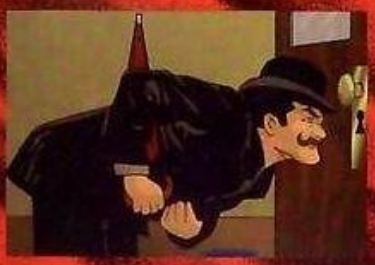


Disaster! This is an Instant Attack to Destroy any Place. It does not require an action. Its Power is 16.

If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 4, the target is completely destroyed!

Disaster!

MI-5



The British intelligence agencies have been hiding things in plain sight since the First World War . . . at least . . .

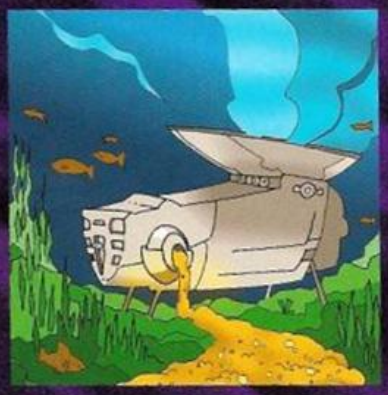
As this group's action, you may *negate* one attempt to expose any or all of your Plot cards.

Or you may turn all your exposed Plot cards face-down again.

2/1 RESIST **5**

Straight, Government

Midas Mill



Gold! Gold from sea water! Gold to fuel the plots of the Illuminati!

The Power and Global Power of your Illuminati are both increased by 2. Or link the Mill to any *Coastal* group, and give it Global Power equal to its regular Power.

Unique Gadget Artifact

Miracle Diet Plan

Over 2,000,000 copies sold! Get yours today!

This card may be played at any time except during an attack, and counts as an action for a *Media* group.

Triple the Power of the next action of any one *Science* group you now control.

And remove the Action token(s) from any rival group (except an Illuminati), as the weird chemicals in your diet pills turn their minds to jelly . . .

Requires Media Action

Mistaken Identity

Play this card after any type of *Assassination*. It becomes an automatic failure.

Through the kind of coincidence that seems to happen around the Illuminati, an innocent bystander meets a weird and messy death, while the target goes happily about his business . . .

Mob Influence

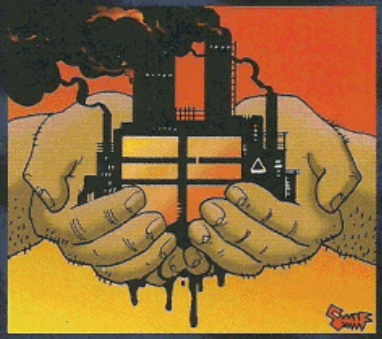
This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

The Power for one Criminal group is increased to 6. Link this card to your chosen Criminal group.

No player may have more than one Mob Influence in play.

Requires Action

Monopoly



This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

The Power for one Corporate group is increased to 6. Link this card to your chosen Corporate group.

No player may have more than one Monopoly in play.

Requires Action

Place

Moonbase

Moonbase is not affected by any *Disaster* cards except Earthquake and Meteor. Moonbase gives a +4 on *any attempt* to control or destroy any *Space* group. If a Personality is linked to Moonbase, any *Assassination* attempt against that Personality is at -6. However, if Moonbase is destroyed, all Personalities there are killed.

POWER 3 RESISTANCE 6

Space, Science, Computer

Moonies

They're harmless, they're annoying, and they're watching every airport in the world *right now* . . .

As their action, the Moonies can interfere in any privileged attack, regardless of alignments, making that attack no longer privileged.

POWER 2/2 RESISTANCE 4

Peaceful, Fanatic

Moral Minority

The power of the Moral Minority is increased by 1 for every other Straight group in your power structure.

POWER 2 RESISTANCE 1

Conservative, Straight, Fanatic

Mossad

Whenever you draw a Plot card, you may choose to draw from the *bottom* of your deck rather than the top. You may look at the bottom Plot card before you decide.

POWER 2/1 RESISTANCE 7

Violent, Government

Mothers' March

Play this card when any Attack to Destroy is successful. The attacker must try the roll again immediately, at a -4 penalty. No player may do anything else to change the strength of the re rolled attack.

Use of this card requires an action by any group with a Power of at least 3.

Requires Discard

Multinational Oil Companies

In a game with more than two players, when this group makes or aids an attack, you may designate one rival who *cannot* interfere. You may wait until that person tries to interfere before you say NO, but you cannot then change your mind.

POWER 6/4 RESISTANCE 4

Corporate

Murphy's Law

Everything that can go wrong, will.

Play this card immediately after any die roll (by any player). That roll is immediately changed, retroactively, to a 12.

This requires *all* Action tokens currently on your Illuminati (a minimum of 1!)

Requires All Illuminati Actions

Mutual Betrayal

Play this card at any time. This card requires an action by one group.

Pick one rival. You may look at all of his hidden Plot cards. After looking, you may expose any or all of them, as long as you also expose an equal number of your *own* Plots.

Requires Action

N.S.A.

No Such Agency! It doesn't exist. Just ask them.

Once per turn, on your turn, you can look at the three cards on the top or the bottom (your choice) of any player's Plots deck at the moment you ask. This does not count as an action.

You may do the same thing, at *any* time, by using the NSA's action.

POWER 5/2 RESISTANCE 4

Government

Secret, Computer

Personality

Nancy Reagan

Nancy has +10 for *direct* control of Ronald Reagan.

POWER 2 RESISTANCE 6

Straight, Conservative

Media

NASA

Gives +4 to *any attempt* to control any *Space* group.

NASA can give its Action token to any other Government group you control, as long as that group currently has no token. It may do this at any time except during an attack.

POWER 2 RESISTANCE 4

Government

Space

Nationalization

Play this card at any time. It requires action(s) by Government group(s) with a total Power equal to the Resistance of the target group, *doubled* if the group is currently Corporate. If it is controlled by a rival, add bonuses for its closeness to the Illuminati.

Alternatively, one Illuminati action will do the job.

The target group becomes permanently Government. If it was Corporate, that alignment is lost. Keep this card, with a link to the target.

Requires Action

NATO

Gives +4 to *any attempt* to control any *Nation*.

Can interfere in any attack made by or against a *Nation*.

Its Power counts triple when giving *Relief*.

POWER 3/2 RESISTANCE 3

Violent

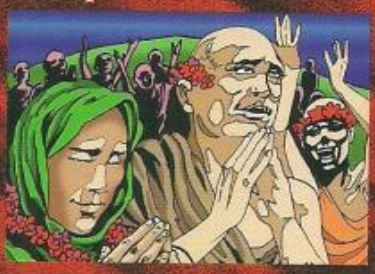
Necronomicon

"Creepy old book. I thought it was just a story, but it's real . . . NO! It ***touched*** *me!!"*

Link this card to a Violent or *Magic* group. That group's Power is doubled . . . but if it ever rolls an 11 or 12 on any action, it is destroyed. The Necronomicon is not destroyed, just unlinked . . . The destroyed group counts toward your victory conditions only if you are the Servants of Cthulhu!

Unique Magic Artifact

Nephews of God



Want a flower, man? It's free. How about a pamphlet? Can you spare a dollar? Have a nice day, man!

The leaders of this group hide inhuman cleverness behind a mask of slack-jawed imbecility. Each turn, roll 2 dice before you draw any cards. If you roll a 6 or less, you may draw one extra card from either of your decks.

POWER 1 RESISTANCE 4

Conservative, Fanatic

Never Surrender

Playing this card is a free move and may be done at any time, even while its target group is being attacked. The target group may belong to any player, or may be one that has just been played from a rival's hand.

The Resistance for one Fanatic group is increased to 12. Link this card to your chosen Fanatic group.

New Blood

This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

The Power for one Violent group is increased to 6. Link this card to your chosen Violent group.

No player may have more than one New Blood in play.

Requires Action

New Federal Budget

Place an Action token on each of your Government groups which does not already have one. This card may be played at any time.

This card does not benefit groups which are suffering from the effect of any card or special ability that *prevents* them from getting Action tokens.

Place

New York

No matter what your scam, somebody in the Big Apple does it better. The Power of each of your other Criminal groups is increased by 1.

POWER 7 RESISTANCE 8

Violent, Criminal, Government — Coastal

Nice Idea. It's Mine Now.

This card may be used on any rival who has an exposed Goal card. It may be used only on your turn, and requires an action from your Illuminati group.

Take his Goal card and put it in front of you, *exposed*. It's yours now.

Requires Illuminati Action

Ninjas

Gives a +4 on any *Assassination* attempt, and a +2 on any non-Instant Attack to Destroy.

Any attempt to destroy the Ninjas is at a -10 penalty, and any failed attempt to control or destroy them gives them an Action token.

POWER 1 RESISTANCE 7

Violent — Magic

Nobel Peace Prize

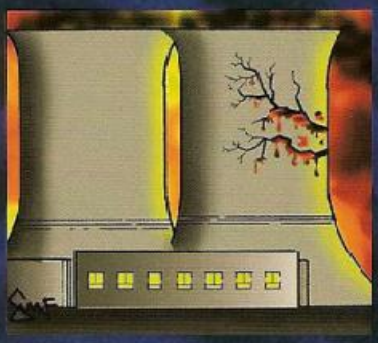
This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

The Power for one Peaceful group is increased to 6. Link this card to your chosen Peaceful group.

No player may have more than one Nobel Peace Prize in play.

Requires Action

Nuclear Accident



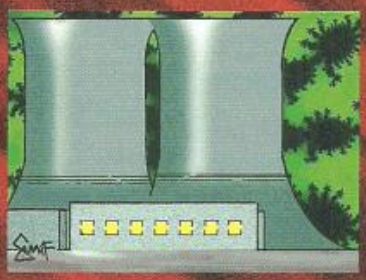
Disaster! This is an Instant Attack to Destroy any Place. It does not require an action. Its Power is 14 against a *Huge* Place, 18 against any other Place.

If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 4, the target is completely destroyed!

The Nuclear Power Companies lose their action token when this card is played on any Place.

Disaster!

Nuclear Power Companies



They're warping reality in those reactors. It's unnatural, I tell you . . .

As its action, this group can cancel the action of any other group, *even an Illuminati group*.

POWER 4 RESISTANCE 4

Conservative, Corporate — Science

NEW WORLD ORDER

A Thousand Points of Light

We'll have to put something in the water . . .

Paranoia is reduced, and good feelings increase to a thoroughly unnatural extent. Opposed alignments no longer give the standard +4 bonus to destroy or the -4 penalty to control.

This card replaces any Blue NWO card in play.

NEW WORLD ORDER

Bigger Business

Increase the Power of all Corporate groups by 2.

Increase the Power of all Conservative groups by 2.

Increase the Power of all Conservative Corporate groups by 3.

NEW WORLD ORDER

Chicken in Every Pot

World trade is thriving. Everybody is rich and happy.

Increase the Power of all *Banks* and all *Coastal* Places by 2.

Decrease the Power of all Violent groups by 1.

This card replaces any Blue NWO card in play.

NEW WORLD ORDER

Don't Forget to Smash the State

Distrust of government is at an all-time high, and society is crumbling.

Reduce the Power of all Government groups by 3.
Reduce the Power of all Straight *non-Government* groups by 2.
This card replaces any Yellow NWO card in play.

NEW WORLD ORDER

Energy Crisis

A crippling energy shortage affects power blocs worldwide . . .

Reduce the Power of all Corporate groups by 2.
Reduce Power and Resistance of all *Green* groups by 1.

NEW WORLD ORDER

Fear and Loathing

Paranoia increases worldwide. Identical alignments now give +8 on any attempt to control, and -8 on any attempt to destroy. The reverse is true for opposed alignments.
This card replaces any Blue NWO card in play.

NEW WORLD ORDER

Gun Control

Increase the Power of all Violent Government groups by 3.
Increase the Power of all Criminal groups by 1.
This card replaces any Red NWO card in play.

NEW WORLD ORDER

Law and Order

Increase the Power of all Conservative groups by 2.
Increase the Power of all Straight groups by 2.
Increase the Power of all Straight Conservative groups by 3.
This card replaces any Yellow NWO card in play.

NEW WORLD ORDER

Military-Industrial Complex

Government and corporate interests have become nearly identical. The Corporate alignment no longer exists for any purposes except Goals.
All Corporate groups are now considered Government for all purposes except Goals. Cards and special abilities which specifically affect or require Corporate groups are now useless . . .
This card replaces any Yellow NWO card in play.

NEW WORLD ORDER

Peace in Our Time

Increase the Power of all Peaceful groups by 1, or by 3 against an attempt to destroy. The Resistance of all Peaceful groups is increased by 3 while they are part of a Power Structure.
Reduce the Power of all Violent or Criminal groups by 1.
This card replaces any Red NWO card in play.

NEW WORLD ORDER

Political Correctness

Good thoughts are now *required*.
Increase the Power of all Liberal groups by 3.
All *Conservative* groups with a Power of only 1 become *Criminal* as well.

NEW WORLD ORDER

Solidarity

"We must all hang together, or assuredly we shall all hang separately."
– Benjamin Franklin, at the signing of the Declaration of Independence

Double the Resistance of all groups.
This card replaces any Red NWO card in play.

NEW WORLD ORDER

Tax Reform

In other words, "tax increase." No government ever took its hand out of your pocket unless it had hold of your wallet.

The IRS can now tax one Plot card from *each* player, at the beginning of its own turn, drawing from their decks.

The IRS gets a +10 to all defenses while this card is in effect.

NEW WORLD ORDER

World Hunger

Increasingly desperate populations are hunting whales, setting up factory farms, and strip-mining for scarce resources. The environment is falling apart, and nobody has time to worry about it.

All *Green* groups lose their Action tokens and cannot get new ones or use their special abilities!

Groups which are Liberal and/or *Nations* have their Power reduced by 2.

This card replaces any Blue NWO card in play.

NEW WORLD ORDER

World War Three

Any *Nation* making a *direct* Attack to Destroy against another *Nation* has tripled power.

If it succeeds, the attacking *Nation* gets a Plot card and another Action token immediately! If it fails, the attacker is destroyed, and counts toward victory conditions of the *defending* player.

This card replaces any Yellow NWO card in play.

Offshore Banks

This group is immune to any Attack to Destroy by Government, Corporate or Criminal groups!

The Offshore Banks are used to reorganizing phony corporations . . . often twice a day. You may move any group you control to any other legal position in your Power Structure once per turn, on your turn, as a free action.

2/2 RESI 2

Criminal — *Bank*

Personality

Ollie North

Has +8 for *direct* control of any Conservative *Media* group.

POWER 1 RESISTANCE 2

Conservative, Criminal

OPEC

As oil prices vary, OPEC's power also varies. At the beginning of your turn, roll 2 dice, *subtracting 2 from the total*, to set its power for that turn. (That is the Power of its Action token, even if you use it later.) If you also control either Texas or the Multinational Oil Companies, OPEC gets +1 power for each.

POWER * RESI 4

Conservative

Opportunity Knocks

They thought they were safe. They were wrong.

Play this card after a rival plays a Group from his own hand, fails to take it over, and discards it.

You may make a single attack, out of turn, to control or *destroy* that group – at a +5 bonus! You may use whatever Action tokens and Plot cards you have at the moment, and other players may aid you if they choose.

After the attack is resolved, your rival resumes his turn.

Place

Orbit One

Each *Science* group directly controlled by Orbit One lets you draw one extra Plot card per turn.

Orbit One is not affected by any *Disaster* cards except Earthquake and Meteor.

POWER 2 RESI 5

Space, Science, Computer

Orbital Mind Control Lasers

By using the Lasers' action, you may add, remove, or *reverse* an alignment of any group in play. You may do this at any time except during a privileged attack. The change lasts only for the rest of the current player's turn.

Unique Gadget — ACTION

Paranoids

The Paranoids give your whole Power Structure a +2 to defend against any attack or *Assassination* (but not against *Disasters*). They're the only ones, except for the Secret Masters themselves, who really understand what is going on . . .

However, this group gets no Action tokens and can do nothing, unless something gives it Power! And it *cannot be destroyed* unless it has Power.

POWER 0 RESISTANCE 6

Place

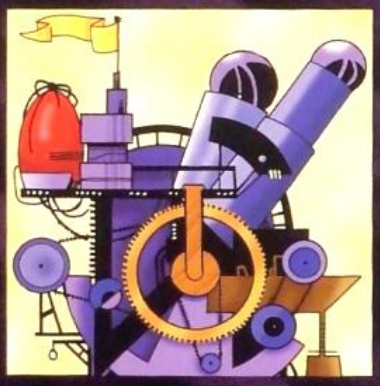
Pentagon

Each Corporate group directly controlled by the Pentagon lets you draw one extra Plot card each turn.

POWER 6 RESISTANCE 6

Straight, Violent, Government

Perpetual Motion Machine



It works. It really works. And 27 scientists have gone mad, so far, trying to build another one.

The group linked to this device gets one extra Action token at the beginning of each turn.

Unique Artifact Gadget

Payoff

Play this card immediately when a rival plays a duplicate card for any Group you control.

You have bought the loyalty of the dissident faction that your rival was courting. He must discard his duplicate Group card.

Phone Company

The Phone Company is capable of highly sophisticated traffic analysis on all calls, and can access any computer connected to the Net. During your turn, you may draw any two hidden Plot cards randomly from the hand of a rival, and look at them. This is a free move.

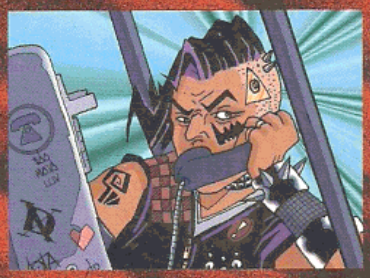
At any time, the Phone Company may use its *action* to draw any two hidden Plot cards randomly from the hand of a rival and expose them!

POWER 5/3 RESISTANCE 6

Corporate

Science, Computer

Phone Phreaks



Gives +6 on *any attempt* to control or destroy any *Computer* group.

By using this group's action, you may move any group belonging to any player – except puppets of rival Illuminati groups – to any other control arrow in their same Power Structure, at any time except during an attack.

POWER 1 or 1 RESISTANCE 1

Liberal, Criminal

Science, Computer

Plague of Demons

Disaster! This is an Instant Attack to Destroy any Place except a *Huge* one. You must spend an action from a *Magic* group. The Power of the attack is 10, plus the Power of the group summoning the demons.

If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 5, the target is completely destroyed!

Alternatively, spend this card for +10 to destroy any *Magic* group.

Disaster! ***May Require Magic Action***

Pledge Drive

Place an Action token on any one *Liberal* group, or on two or more *Liberal* groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action

Poison

Assassination! This is an Instant Attack to Destroy any Personality, at any time. It does not require an action. Its Power is 8.

A single Criminal or *Magic* group may use its action for this attack, and add its own Power. This card is only *Magic* if used by a *Magic* group.

Assassination!

Pollsters

"We'll tell you what you think!"

If the Pollsters are involved in an attack, you may ignore any bonuses or penalties for the alignments of the attacker and defender, if they work against you. Of course, those bonuses or penalties which *help* you will still count.

2/2 RESISTANCE 4

Media

Post Office

Of course they read the mail. During your turn, you may draw any two Group cards randomly from the hand of a rival, and look at them. This is a free move.

At any time, the Post Office may use its action to draw any two Group cards randomly from the hand of a rival and show them to all players!

4/3 RESISTANCE 3

Government

Computer

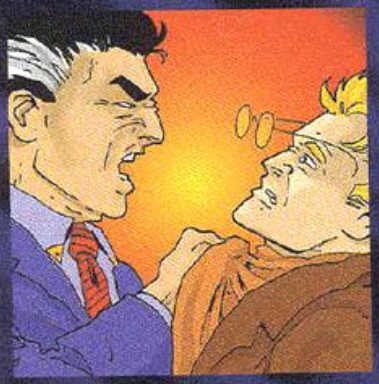
Power Corrupts

Play this card at any time. It requires action(s) by Criminal group(s) with a total Power equal to the Resistance of the target group. If it is controlled by a rival, add bonuses for its closeness to the Illuminati.

Alternatively, one Illuminati action will do the job. The target group becomes permanently Criminal. Keep this card, with a link to the target.

Requires Action

Power Grab



Play this card on your turn, immediately after your automatic takeover. You may make another automatic takeover of any Group or Resource. Your turn ends immediately; you get new Action tokens, but you may do nothing else.

Ends Turn

Personality

Prince Charles

Prince Charles, and his master, and his puppets, are all immune to Privileged attacks. Also, any group, regardless of alignment, can aid the Prince if he is attacked.

However, all *Media* groups have doubled Power for any attack against Prince Charles.

POWER 2 RESISTANCE 5

Conservative

Green

Personality

Princess Di

All your other Liberal groups get +1 Power.

Princess Di, and her puppets, are immune to attack by your rivals' Peaceful or Liberal groups . . . except for *Media*.

POWER 2 RESISTANCE 5

Straight, Peaceful, Liberal

Principia Discordia

The original manuscript . . .

Each Weird group in your Power Structure increases its Resistance by 1 for every Weird group you control. So, if there are a total of 5 Weird groups in your Power Structure, each one gets +5 to its Resistance.

Unique Artifact

Privatization

Play this card at any time. It requires action(s) by Corporate group(s) with a total Power equal to the Resistance of the target group, *doubled* if the group is currently Government. If it is controlled by a rival, add bonuses for its closeness to the Illuminati.

Alternatively, one Illuminati action will do the job. The target group becomes permanently Corporate. If it was Government, that alignment is lost (and if it was a Dictatorship, it is no longer). Keep this card, with a link to the target.

Requires Action

Privileged Attack

Play this card when you make any attack. That attack is now Privileged; no one except you and the target player (if any) can aid either side. Your Illuminati, or a Secret group, must participate in the attack or spend an Action token.

May Require Action

Professional Sports

Gives +4 on *any attempt* to control any Straight group.

Link this card to any one Personality you control, to give them +3 Power as a worldwide sports commentator . . .

POWER 2 RESISTANCE 4

Violent, Fanatic

Psychiatrists

"Show me a sane man, and I will cure him for you."
— Carl Jung

Gives +6 to *any attack* to Destroy a Personality. This bonus does not apply to a privileged attack, no matter who made it privileged.

By using its action, this group may force a rival to discard any one exposed Plot *except* a Goal.

POWER 2/2 RESISTANCE 6

Weird

Pulitzer Prize

Play this card at any time to give +10 Power or Resistance (your choice) to any *Media* group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

Punk Rockers

If this group uses its Power in an attack (on either side), no Weird or Liberal groups may aid the target in any way. (The attacker or defender may still be Weird or Liberal; this is not affected.)

POWER 1 RESISTANCE 4

Weird — Media

Purge

This card may be played at any time during your turn, as an action for the group that uses it. It can be used in two ways:

Used by your Illuminati, it destroys all Agent cards currently in play which duplicate your own Illuminati group.

Used by another group, it *reduces* the group's Power and Global Power by 1, but makes it permanently immune to duplicate Group cards played by rivals. Link this card to the group.

Requires Action

Pyramid Marketing Schemes

"Tell your people to buy, buy, buy!"

This group gets +1 Power and +2 Resistance for each Fanatic group in your Power Structure.

POWER 1 RESISTANCE 2

Straight

Rain of Frogs

Disaster! This is as an Instant Attack to Destroy any Place. It does not require an action. Its Power is 10 against a Place of any size, *plus* 4 for each Frog God the target player has in play.

If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 6, the target is completely destroyed!

Disaster!

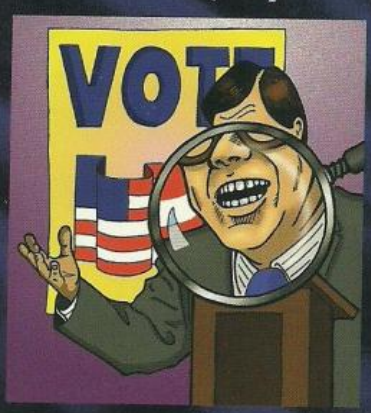
Reach Out . . .

Remove all Action tokens from the Groups (but not the Resources) of any one of your rivals. You must also remove any remaining Action tokens from your own groups.

You may play this card only at the *end* of your turn. It requires an action by your Illuminati.

Requires Illuminati Action

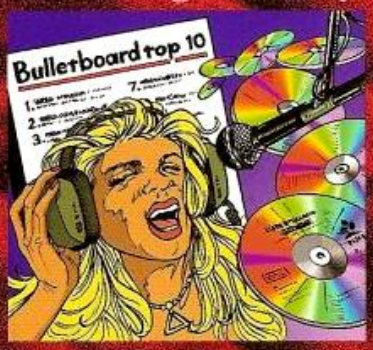
Read My Lips



A public figure appears on national TV and talks his way out of everything!

Play this card after a *successful* Attack to Control or Destroy any of your Personalities, *except* for an *Assassination*. The attack becomes a failure.

Recording Industry



Increase the Power of all your *Media* Personalities by 2, and all your other Personalities by 1.

POWER 2 RESISTANCE 1

Corporate — Media

Red Cross

The Red Cross gives your whole Power Structure a +6 to resist any *Disaster*. The group that directly controls the Red Cross automatically gets *Relief* at the end of the turn it is *Devastated*.

As its action, the Red Cross can also bring *Relief* to one *Devastated* Place.

The Red Cross has such a good reputation that any attempt to destroy it suffers a -15 penalty.

POWER 2 RESISTANCE 4

Peaceful

Red Scare

Place an Action token on any one *Conservative* group, or on two or more *Conservative* groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action

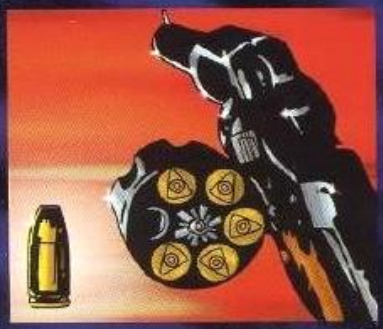
Reformed Church of Satan

The very existence of this church infuriates Straights. While you control it, no Straight group can attack, or help attack, any part of your power structure *except* this group! They can attack only to destroy, not to control . . . and it has a +8 against any attack by Straights.

POWER 2 RESISTANCE 4

Weird, Fanatic — Magic, Church

Reload!



Place an Action token on any one *Violent* group, or on two or more *Violent* groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action

Religious Reich

This group can interfere in any privileged attack made by, *or with the help of*, any Straight or Conservative group. If it does so, that attack is no longer privileged.

POWER 3/1 RESISTANCE 5

Straight, Conservative — Church

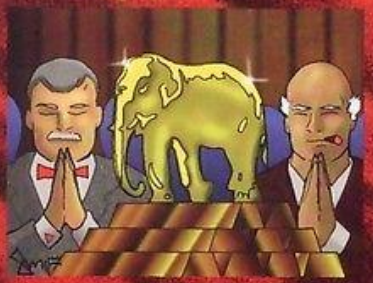
Reorganization

You may completely reorganize your entire Power Structure.

You may play this card at any time during your own turn. It requires an action from your Illuminati.

Requires Illuminati Action

Republicans



"If the Republicans will stop telling lies about the Democrats, we will stop telling the truth about them."
— Adlai Stevenson

The Republicans have an extra +5 for *direct control* of any Government group that is not a *Nation*.

5/4 RESISTANCE 4

Conservative

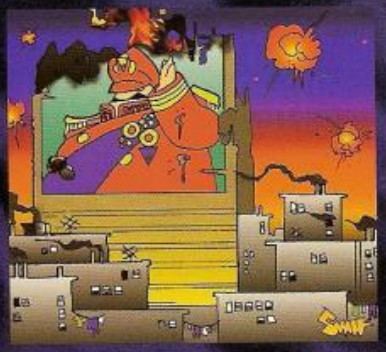
Resistance is Useless!

For the rest of the current turn, the target group's Resistance is 0. The target also gets no Resistance bonus from its master's alignments or special abilities. But proximity to its ruling Illuminati still gives the normal +5 or +10.

This card must be played by a *Media* group, and counts as that group's action.

Requires Media Action

Revolution!



The rebels are in the hills! They have outside support! They have photocopiers!

Play this card with any attack, either to destroy or control, against a *Nation*. It gives a +10 bonus to the attack, or a +20 bonus against a *Dictatorship*. Playing this card requires an action by a group other than those actually attacking the *Nation*.

Requires Action

Rewriting History

Any one alignment of any *destroyed* group may be retroactively added, removed, or *reversed*. This can affect any Goal which involves destroying a certain number of groups of some alignment!

Play this card at any time. It requires an action by your Illuminati, or actions by *Media* groups with a total Power of at least 8.

Requires Media or Illuminati Action

Rifkinites

Fanatically anti-technology, this group has +6 for *direct* control of any *Green* group. It gives +2 to *any attempt* to destroy any Corporate, *Science*, *Space* or *Computer* group. It gives a +2 bonus for *each* of these things, so a target that is Corporate, *Space* and *Computer* will be attacked at +6.

POWER 2 RESISTANCE 4

Fanatic — Green

Robot Sea Monsters

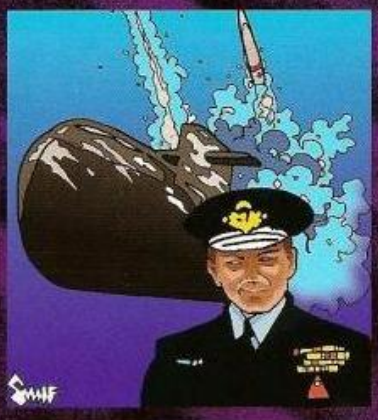
Gives +4 to *any attempt* to destroy any Corporate or Government group, or any *Coastal* Place, *including* with a *Disaster* . . . except in *Space*.

Has +10 to any *direct* attempt to destroy Japan or California.

POWER 1/1 RESISTANCE 6

Violent — Secret, Science, Computer

Rogue Boomer



The commander of a nuclear missile sub is on your payroll . . .

Gives +5 to *any attempt* to control any *Nation*, through intimidation. Or can be used *once* to give a +10 to *any attempt* to destroy any *Place* – or to aid any Disaster! – but must then be discarded.

Personality

Ronald Reagan

His Teflon coating completely immunizes him from any attack by (or aided by) the *Media*. And if he attacks, or helps in an attack, no *Media* group may join on the other side *after* he becomes involved.

POWER 2 RESISTANCE 1

Straight, Conservative — Media

Rosicrucians

The true Rosicrucians do not advertise, and their powers are recondite indeed . . .

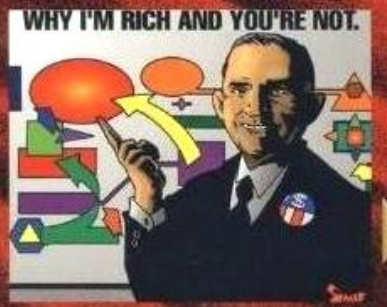
When you are entitled to draw a Plot card, you have *30 seconds* to look through your deck and pick the card you want. This is an action for the Rosicrucians. You must shuffle the deck afterward.

POWER 1/1 RESISTANCE 4

Secret, Magic

Personality

Ross Perot



Any group controlled by Perot immediately becomes Straight and Conservative, losing any Weird or Liberal alignments it had. This is a "permanent" change, but the alignments will revert to normal if the group gets another master.

POWER 2 RESISTANCE 6

Straight, Conservative

Place

Russia

Russia has a +4 for *direct control* of any Communist group, and gives a +2 for *any attempt* to control or destroy a *Communist* group. However, any *Communist* group gets a +4 for *direct control* of Russia!

POWER 4 RESISTANCE 5

Violent, Government — Huge, Coastal, Nation

S.M.O.F.

Gives +2 to *any attempt* to control any Weird group. Has an *extra* +4 for *direct* control of SF Fans, Trekkies, Wargamers, Comic Books or Trading Card Games!

Once per turn, on the controlling player's turn, S.M.O.F. can remove the Action token from one Weird group owned by any rival. This is a free move.

POWER 1 RESISTANCE 1

Weird

Sabotage

Use this card when a rival plays a Group for an automatic takeover. He must return that Group to his hand. He cannot make an automatic takeover that turn.

Playing this card requires action(s) from either your Illuminati, or group(s) with total Power of 6 or more — at least one of which shares an alignment with the Group that your rival is trying to control.

Requires Action

Personality

Saddam Hussein

By making a few speeches, Saddam can infuriate any government, totally distracting them from what they were doing. Thus, by using his action, Saddam can cancel one action of any Government group.

POWER 2 RESISTANCE 4

Violent, Government

Saturday Morning Cartoons

Gives +2 to *any attempt* to control any Violent group.

The Cartoons also have the power to make other groups violent. (You *knew* it, didn't you?) Any puppet of the Cartoons becomes Violent. This is a "permanent" change, but the alignments will revert to normal if the group gets another master.

POWER 1/+1 RESISTANCE 4

Violent

Media

Save the Whales

Play this card at any time to give +10 Power or Resistance (your choice) to any *Green* group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

Savings & Loan Scam

Play this card at any time. Using this card is an action for one group.

Discard this card and draw *three* Plot cards from your deck.

Requires Action

Savings and Loans

Gives +3 to *any attempt* to control any Corporate or Government group or *Bank*.

The S&Ls have the power to make money vanish. By spending their action, they can cancel the action of any *Bank*, Corporate or Government group.

POWER 2 RESISTANCE 3

Straight, Criminal

Bank

Scandal

You may play this card at any time except during an attack. It requires an action by a *Media* group with Power of 2 or more.

Choose a rival, and remove all Action tokens from his Groups of any one alignment. The alignment must be shared by the *Media* group that uses the card.

Requires Media Action

Science Fiction Fans

Gives +2 to *any attempt* to control or destroy any *Computer* group. Gives its *master* +6 to any such attempt.

Gives +2 to *any attempt* to control any Weird group.

POWER 1 RESISTANCE 5

Weird

Secret Service

"The guards wrestled the assassin to the ground, just a second too late . . ."

Gives +10 to *any attempt* to destroy any Government Personality, including by *Assassination*. Has the normal -4 for a *direct* attack to destroy Government groups *other* than Personalities.

POWER 2 RESISTANCE 3

Violent, Government

Secrets Man Was Not Meant to Know

This card may be played immediately after *any* other Plot card is played, for *any* purpose. That card has no effect. Both cards are discarded.

To use this card, you must either spend *all* Action tokens on your Illuminati (minimum of 1!), or discard your top *two* undrawn Plot cards without looking at them!

Requires Discards or All Illuminati Actions

Secular Humanists

While you control this group, all Straight or Conservative groups will be so distracted that any attacks they make against your *other* groups will be at -3 Power.

POWER 2 RESISTANCE 5

Liberal

Seize the Time!

Play this card at the beginning of any other player's turn. It becomes your turn instead. After your turn is over, the turn passes back to the player whose turn you interrupted (unless someone won).

During your special turn, all your groups except your Illuminati get Action tokens, but you may not draw *any* cards for *any* reason, or play any Plot card.

You must spend your Illuminati action to use this card. No player may use this card more than once in a game! This card may not be used until each player has finished his first turn.

Requires Illuminati Action

Self-Esteem

This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

The Power for one Liberal group is increased to 6. Link this card to your chosen Liberal group.

No player may have more than one Self-Esteem in play.

Requires Action

Semiconscious Liberation Army

Gives +3 on *any attempt* to destroy any group.

POWER 1 RESISTANCE 8

Weird, Liberal, Violent, Criminal

Communist

Senate Investigating Committee

Play this card at the beginning of any other player's turn. He may draw cards and place Action tokens, but can do nothing else.

This card requires the action of a Government group with a Power of at least 5. It cannot affect the Discordians!

No player can be hit by more than one Senate Investigating Committee in a single game . . . someone tries a second time, the card has no effect and is discarded.

Requires Government Action

Servants of Cthulhu

POWER 9/9

You have a +4 on *any attempt* to destroy, even with *Disasters* and *Assassinations*. Draw a Plot card whenever you destroy a group!

SPECIAL GOAL

For every group you destroy, reduce by 1 the number of groups you need to *control* in order to win. You may also count rival Illuminati which you destroy by removing their last group. If you destroy 8 groups, you win, regardless of how many you control!

Shangri-La

POWER 7/7

Any group in your Power Structure has an extra +5 to defend against any attack, even *Instants*. You cannot destroy any groups except Violent ones and rival Illuminati.

SPECIAL GOAL

Have Peaceful groups with a total Power of 30 in play, regardless of who controls them! If this happens, *all* Shangri-La players share the victory.

Shroud of Turin

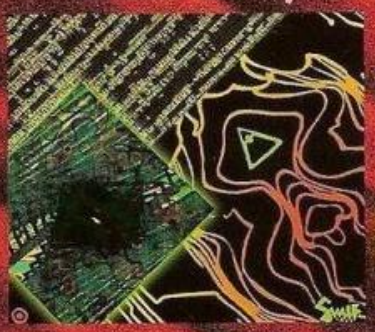
The one in the museum is a fake. The real one is far away, the center of nightly rituals . . .

Whenever you draw a Plot or Group card, you may look at the top card in the deck . . . and, if you don't want it, take the *bottom* card instead, without looking at it.

Unique Magic Artifact

Place

Silicon Valley



Gives +4 to *any attempt* to control a *Computer* group.

On your turn, you can use Silicon Valley's action to draw an extra Plot card.

3/2 RESISTANCE 3

Computer, Science, Coastal

Slush Fund

Play this card at any time to give +10 Power or Resistance (your choice) to any Conservative group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

Sniper

Assassination! This is an Instant Attack to Destroy any Personality, at any time. It does not require an action. Its Power is 10.

A single Government group *may* use its action for this attack, and add its own Power.

Assassination!

Society for Creative Anarchism

Gives +4 to *any attempt* to destroy any Straight group.

By using this group's action, you may force a rival to discard the top card from his Groups deck.

POWER 1 RESISTANCE 4

Violent, Weird

Soulburner

Whenever a rival captures one of your groups, you may immediately draw a Plot card from his deck, or expose all his hidden Plots. If a rival destroys one of your groups, you may take two Plot cards from his deck, or expose all his hidden Plots and force him to discard a Plot of your choice.

Unique Magic Gadget

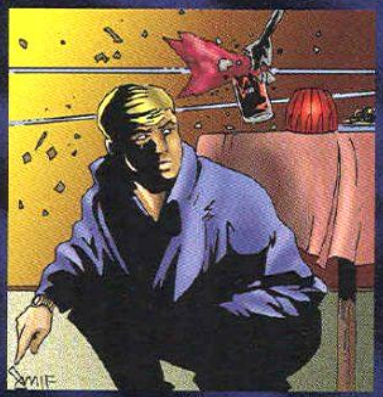
South American Nazis

Has a +6 for *direct* control of any Weird *Science* group, and gives +3 Power to any Weird *Science* group it controls!

4/1 RESISTANCE 6

Conservative, Violent

Spasm of Violence



By playing this card, you may combine two *Assassinations* on the same target! You must play both of the *Assassination* cards, as well. Pick one of the *Assassinations* to be the "main" one, and follow all the instructions on its card. Add the Power (but none of the other effects) of the other *Assassination*.

Spear of Longinus

This artifact, both sacred and cursed, can be used as often as you wish! It can give +1 to any Attack to Destroy (by any player), or to any *Disaster*.

Any attack aided by the Spear is considered *Magic*, and magical defenses may help against it.

Unique Magic Artifact

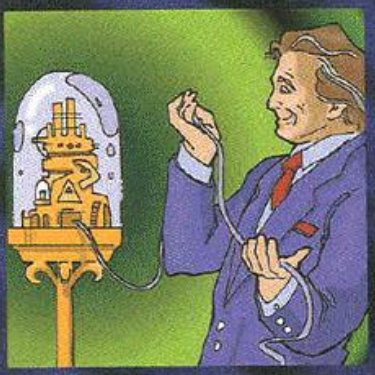
Stealing the Plans

Play this card immediately after someone else discards a Plot card, whether or not they actually used it.

Take the Plot card just discarded, and add it to your own hand. This costs an action from a group with Power of 3 or more.

Requires Action

Stock Split

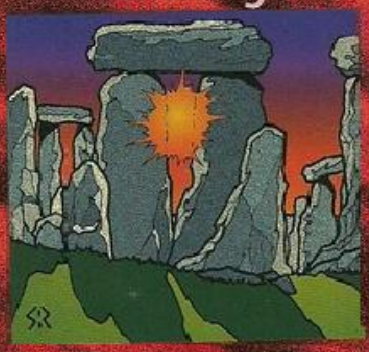


Play this card at any time to give +10 Power or Resistance (your choice) to any Corporate group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

Place

Stonehenge

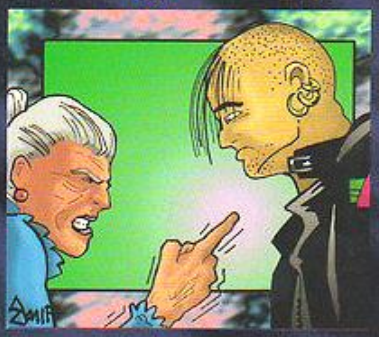


If Stonehenge is in your Power Structure, you are immune to all *Magic* groups, *Magic* Plots or *Magic* Resources.

3/3 RESISTANCE 4

Magic

Straighten Up



Play this card at any time. It requires action(s) by either the Illuminati, or Straight group(s) with a total Power equal to the Resistance of the target group, *doubled* if the group is currently Weird. Add bonuses for its closeness to the Illuminati if it belongs to a rival!

The target group becomes permanently Straight. If it was Weird, that alignment is lost. Keep this card, with a link to the target.

Requires Action

Subliminals

Their secret mind-altering messages are hidden everywhere. The number of *Media* groups you control is added to the Power and Global Power of the Subliminals.

2/2 RESISTANCE 4

Secret

Sucked Dry and Cast Aside!

Multiply the Power of one of your groups, except the Illuminati, by 4 . . . for one action only. It is then considered destroyed, but does *not* count toward any Goal.

Suicide Squad

Can be used to destroy any Resource belonging to a rival. May be used at any time except during a privileged attack. Roll one die:

1: Target is destroyed. Suicide Squad survives and may be used again.
2-5: Target and Suicide Squad are both destroyed.
6: Suicide Squad fails and is destroyed. Target survives.

Discard any card that is destroyed.

Supreme Court

By using its action, the Supreme Court can cancel one action of any other Government group. (Yes, this includes Government groups outside the U.S. Don't ask. You don't want to know.)

3/3 RESISTANCE 6

Peaceful, Government

Survivalists

This group gives your whole power structure a +3 to resist any *Disaster*. The master of the Survivalists, and any puppets it has, automatically get *Relief* the turn after any *Devastation*. This is a free move.

POWER 1 RESISTANCE 3

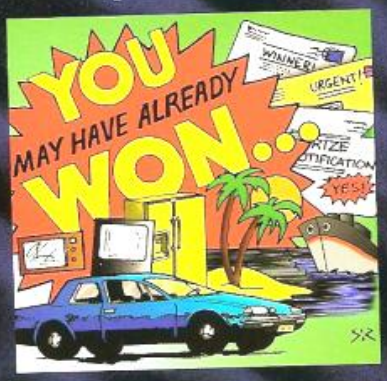
Conservative, Violent, Fanatic

Sweeping Reforms

Discard *all* New World Order cards now in play.
This requires the action(s) of *Media* groups with a combined Power of at least 6. These groups may belong to more than one player!
This card may be played at any time.

Requires Media Action

Sweepstakes Prize



You may already be a winner . . .
One of your Personalities has become unbelievably rich. Link this card to them. They now have a permanent +4 bonus on any direct Attack to Control they make.
No player may have more than one Sweepstakes Prize in play.

Swiss Bank Account

Play this card at any time to give +10 Power to your Illuminati for a single *direct* attack. This cannot be used for *Global* Power.

Place

Switzerland

The Gnomes of Zurich have a +15 for *direct control* of Switzerland, and can never destroy it. Any other Illuminati that controls Switzerland gets a +2 to *any attempt* to attack the Gnomes for any purpose!

POWER 1 RESISTANCE 6

Conservative Government — Nation

Tabloids

Psychics Reveal Jackie's Diet Plan From Heaven!
The Tabloids can attack any *Secret* group – and if they do, its *Secret* status is lost for that attack, and *any* other groups can help attack or defend, regardless of alignment.
Gives +3 for *any attempt* to control Convenience Stores.

POWER 2/2 RESISTANCE 3

Weird — Media

Talisman of Ahrimanes

This card may be played only after any type of *Assassination*. It becomes an automatic failure.
Then link this card permanently to the card it protected. That Personality now has an extra +2 against any further attack to destroy . . . or +10 against any further *Assassination*. If the Personality is killed anyway, the Talisman is lost.
No more than one Talisman of Ahrimanes can be in play at one time.

Tax Breaks

Place an Action token on any one *Corporate* group, or on two or more *Corporate* groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.
This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action

Telephone Psychics

"Call 1-900-SUCKERS right now and talk to your Psychic Buddy!"
+6 for *direct* control of either Ronald or Nancy Reagan, for the Tabloids, or for any *Media* group with a Power of 1 or 2.

POWER 2 RESISTANCE 4

Peaceful, Criminal

Templars

No, they weren't wiped out in 1312. They've been growing in power, and wealth, and strange knowledge . . .
By using this group's action, you may force any rival to discard one *exposed* Plot card of your choice.

POWER 3 RESISTANCE 6

Conservative — Secret, Magic

Terrorist Nuke

Play this card at any time to give +10 Power or Resistance (your choice) to any Violent group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

Place

Texas

You wouldn't believe what's hidden in the miles and miles of Texas' plains. They're ***counting*** *on that.*

You may place one Plot card (except a Goal) *under* Texas. It does not count against your limit, and cannot be exposed. You may use it at any time, but only for something involving Texas. You may switch it with another card, but only on your turn. If Texas is captured or destroyed, the Plot is lost.

POWER 6 RESIST 6

Violent, Conservative Government

Huge, Coastal

Place

Texas

You wouldn't believe what's hidden in the miles and miles of Texas' plains. They're ***counting*** *on that.*

You may place one Plot card (except a Goal) *under* Texas. It does not count against your limit, and cannot be exposed. You may use it at any time, but only for something involving Texas. You may switch it with another card, but only on your turn. If Texas is captured or destroyed, the Plot is lost.

POWER 6 RESIST 6

Violent, Conservative Government

Huge, Coastal

The Auditor from Hell

This card may be played at any time. Choose one rival as your target. You may look at *all* his hidden Plot cards, and either steal one of them, or expose them all!

This card may only be used by the Network or a *Computer* group, or by a *Bank* group. It counts as an action for that group.

Requires Network, Computer or Bank Action

The Big Score

Play this card at any time to give +10 Power or Resistance (your choice) to any Criminal group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

The Big Sellout

Play this card during your own turn, just after you place Action tokens. You may pick up to ten Groups and/or Resources from your hand and discard them. You may also discard the top card(s) from your Groups deck, as long as the total is ten or less. For each Group you discard, you may place one extra Action token on one of your own Groups. No Group may get more than one extra Action token from this card.

Requires Discard

The Bronze Head

Its first recorded owner was Roger Bacon. He said it foretold the future. It does that and much more . . .

If you play a Group card from your own hand, and fail in your attempt to take it over, the card is not discarded. Return it to your hand.

Unique Magic Artifact

The First Thing We Do, Let's Kill All the Lawyers

Gives a +20 to any Attack to Destroy the Lawyers.

The player using this card must say solemnly, "Of course, many lawyers are very nice people, and they are vital to the protection of our freedoms." Try to keep a straight face.

The Frog God

The idols are both frightening and silly, and no one knows why the Masters keep them around . . .

You may interfere with a privileged attack, on either side. No other players may interfere unless they use other special cards.

Interference is an action for each group that interferes, and use of this card is an action for the Frog God.

Magic Artifact **ACTION**

Place

The Great Pyramid

The keepers of the Pyramid have a limited power to foresee the future. Your rivals must always show you the first Plot card they draw on each turn. You may *not* make notes about what they show you!

The Pyramid is immune to Tornadoes and Hurricanes.

2/2 RESI 4

Magic

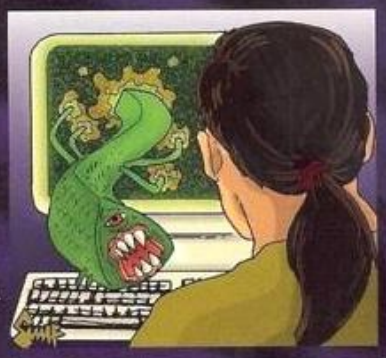
The Holy Grail

Write down the name of a Place and put it under this card. This is the secret location of the Holy Grail. You may not change it. If the Grail's site is destroyed or *Devastated* by an attack, reveal the note. The attack becomes an automatic failure. The Grail continues to protect that Place.

If the Grail's site is *captured*, the Grail vanishes . . . discard this card.

Unique Magic Artifact

The Internet Worm



All the data . . . It's lost! Lost!

Pick one of your rivals to suffer your wrath. The top three undrawn cards in his Plot deck are discarded. No one may look at them.

Play this card at any time. It requires an action by your Illuminati, or by *Computer* group(s) with a total Power of 3 or more.

Requires Computer or Illuminati Action

The Library at Alexandria

Sure, they burned down the building, but the books were already checked out.

It's the greatest storehouse of knowledge ever known, and it's been guarded and enlarged, in deepest secrecy, for more than a thousand years.

Gives a +5 on *any attempt* to control any *Science*, *Magic* or *Computer* group.

Unique

The Mafia

Has a +4, rather than the normal -4, to *destroy* any Criminal group directly. Also gives its owner a +2 on *any attempt* to control or destroy any Criminal group.

POWER 6 RESIST 7

Criminal, Violent

The Men in Black

Gives a +4 to destroy, but only if their Power is used either to make or aid the attack. If that attack succeeds, the target is *permanently* removed from play; nothing can bring it back.

2/2 RESI 6

Criminal, Weird

Secret

SPECIAL GOAL

Any *Computer* group with a Power of 3 or more counts double toward your total number of groups controlled.

POWER 8/8

The Network

You start your turn by drawing two Plot cards, rather than one.

The Oregon Crud

Disaster! This is an Instant Attack to Destroy any Place except a *Huge* one. It does not require an action. Its Power is 24.

If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 10, the target is completely destroyed!

Disaster!

The Second Bullet

Play this card immediately after you fail a roll to destroy. If any of your own groups still have Action tokens and were eligible to participate in the attack, you may spend their action(s) to add enough Power to make the attack succeed.

The Stars are Right

Play this card on your turn... You may spend your Illuminati action, or the action(s) of Magic groups with a Power of at least 4, to make an automatic takeover of any Resource from your hand.

Requires Magic or Illuminati Action

The Weak Link

The enemy treasure was well guarded . . . so you studied the keepers and found one with a fatal weakness . . .

A Resource *Artifact* or *Gadget* owned by a rival is destroyed. Discard its card.

Play this card at any time except during a privileged attack. It requires an action by your Illuminati, or *Science*, *Magic* or *Computer* groups with a combined Power of at least 6.

Requires Science, Magic, Computer, or Illuminati Action

The Weird Turn Pro

"When the going gets weird, the weird turn pro."
– Dr. Hunter S. Thompson

This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

The Power for one Weird group is increased to 4. Link this card to your chosen Weird group.

No player may have more than one The Weird Turn Pro in play.

Requires Action

Tidal Wave

Disaster! This is an Instant Attack to Destroy any *Coastal* Place. It does not require an action. Its Power is 20 against a *Huge* Place, 24 against any other Place.

If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 10, the target is destroyed!

Disaster!

Time Warp

Let's try that again, shall we?

Play this card immediately after any *successful* die roll by any other player. That player must roll again! However, they also get to draw a Group card.

Tobacco Companies

The Tobacco Companies have a +8, not the normal -4, for *direct control* of any Government group! Any *Green* group gets a +4 to destroy the Tobacco Companies.

POWER 4 RESISTANCE 3

Straight, Corporate

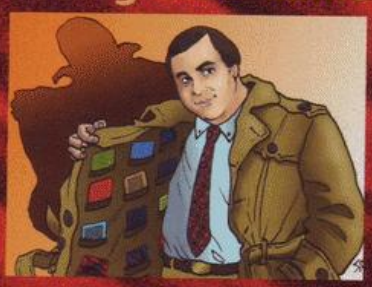
Tornado

Disaster! This is an Instant Attack to Destroy any Place except a *Huge* one. It does not require an action. Its Power is 12.

If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 4, the target is completely destroyed!

Disaster!

Trading Card Games

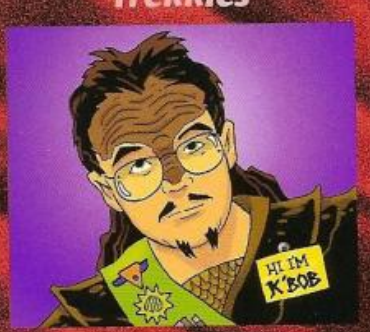


You control all trading card games, *including this one*. Therefore, at any time during your turn, you may take any other Group card from your hand, discard *this* card, and *substitute* the new card in its place in your Power Structure. No die roll is required.

POWER 1 RESISTANCE 2

Weird

Trekkies

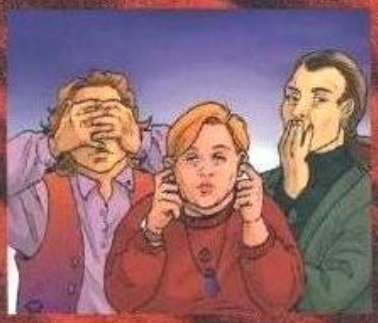


Any *Media* group gets a +4 on any attack to control the Trekkies. However, the Trekkies also get a +4 on any *direct* attack to control any *Media* group . . .

POWER 1 RESISTANCE 4

Peaceful, Weird, Fanatic

Triliberal Commission



The Triliberal Commission, loaded with leading liberals and loyal leftist lackeys, counts as *two* Liberal groups for any Illuminated goal, though not for the Basic Goal.

POWER 5 RESISTANCE 6

Straight, Liberal

TV Preachers

Instead of the normal penalty for one Fanatic group controlling another, the TV Preachers have a net +6 to take *direct* control of any Straight Fanatic group.

Any group they control gets an extra +5 Resistance.

POWER 3/3 RESISTANCE 6

Straight, Fanatic

Media, Church

UFOs

SPECIAL GOAL

POWER 6/6 •TWICE•

The UFOs can have up to 3 different Goal cards in play, and win with any of them.

The UFOs have two actions per turn — they get two tokens! These may not be used in the same attack.

Underground Newspapers

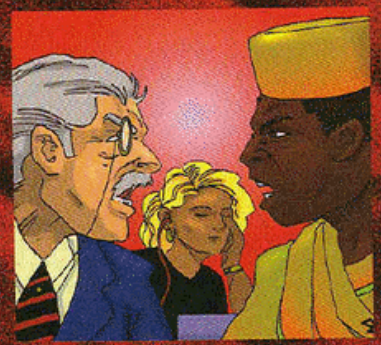
Whenever this group helps to destroy a Corporate, Straight or Government group, draw an extra Plot card.

POWER 1/1 RESISTANCE 5

Liberal

Media, Green

United Nations



Gives +6 on *any attempt* to control any Nation. Its Power counts x5 when giving *Relief*.

POWER 1 RESISTANCE 3

Liberal

Unlucky 13

Play this card on a rival at the very beginning of his turn. He can draw no Plot cards, for any reason, until after his current turn ends. This requires an action from a *Magic* group.

Requires Magic Action

Unmasked!

"There is a secret of our cabal that even you of the Twelfth Circle have not known . . . until now . . ."

Play this card at any time, along with an Illuminati card from your hand. The new card becomes your Illuminati group, changing your powers and goals! The old card is discarded.

If you already had an Agents card for the new Illuminati type, that card is lost.

Upheaval!

Worldwide riots continue for a third week, with no sign of abatement . . .

Each player must choose one group from his Power Structure and discard it. These do not count as "destroyed" for anyone's victory conditions.

This card may be played at any time, but only after all players have completed their first turns. It requires an action *by your Illuminati*.

Requires Illuminati Action

Urban Gangs

Gives +2 on *any attempt* to destroy another group, including *Assassinations*.

POWER 1 RESISTANCE 2

Violent

Vampires

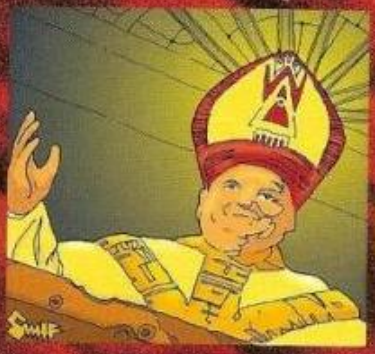
+4 on any *direct* attack to control a Personality. If the attack succeeds, that Personality *becomes* a Vampire, and cannot be killed except by a *Magic* group or card (no matter who controls him at the time). But if a Vampire is killed, he is *permanently* dead – nothing can bring him back.

POWER 2 RESISTANCE 5

Weird — Secret, Magic

Place

Vatican City



Your whole power structure is immune to attacks from Peaceful groups.

4/4 RESISTANCE 6

Peaceful, Conservative — Church, Nation

Video Games

Gives +3 on *any attempt* to control Convenience Stores or any *Computer* group.

Gives +1 Power to all your other *Computer* groups!

POWER 2 RESISTANCE 3

Computer

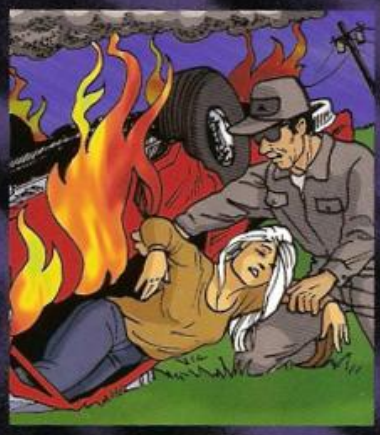
Volcano

Disaster! This is an Instant Attack to Destroy any Place except a *Huge* one. It does not require an action. Its Power is 18.

If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 2, the target is completely destroyed!

Disaster!

Volunteer Aid



Gives one Place a +6 to defend against any *Disaster*. If the Place is still devastated by the Disaster, it automatically gets *Relief* at the beginning of its owner's next turn. Playing this card is a free move.

Voodoo Economics

Play this card during your own turn, just after you place Action tokens. You must spend your Illuminati action. Discard up to ten Plot Cards from the top of your deck, removing them permanently from play. For each one you discard, you may place one extra Action token on one of your own Groups, except your Illuminati. No Group may get more than one extra Action token from this card.

No player may use this card more than once in a game.

Requires Illuminati Action and Discard

Voudonistas

Has +8 on any *direct* Attack to Destroy a Personality, or +4 on a direct *Assassination*. Plot cards or other special defenses against *Assassinations* are worthless against this attack unless they mention *Magic*.

POWER 1/1 RESISTANCE 6

Violent — Magic

Vultures

Capitalizing on the disorder caused by a rival's attack, you subvert key personnel. Soon you will make your own move . . .

Play this card after a rival plays a Group from his own hand, fails to take it over, and discards it.

Place the discarded Group card in your own hand!

W.I.T.C.H.

The Women's International Terrorist Conspiracy from Hell can use its action to change any die roll by 1, *after* it's rolled . . . or 2, if any *Magic* group was involved.

POWER 3/2 RESISTANCE 6

Fanatic, Weird, Violent — Magic

Wall Street

Always has the option to treat any Corporate group as though it was Government, or vice versa, when it makes or aids an attack.

Any puppet of Wall Street has an extra +10 Resistance.

POWER 4 RESISTANCE 3

Corporate — Bank

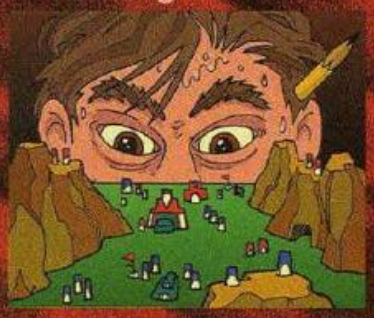
Warehouse 23

When you first play this card, you may immediately look through your hand or deck and choose one *Artifact* or *Gadget* Resource card, to play as a free automatic takeover.

You may play any new Resources by hiding them under this card. You can't use them until you expose them, and once exposed they must stay exposed, but you can expose one at any time and (if its powers allow it) use it immediately. Your rivals cannot look at or affect the cards inside Warehouse 23 except by capturing or destroying it. If it is captured or destroyed, its cards go with it.

Unique

Wargamers



Gives +2 on *any attempt* to control or destroy any *Computer* group.

By using their action, the Wargamers can send any one exposed Plot to the *bottom* of its owner's Plots deck.

POWER 1 RESISTANCE 5

Weird — Computer

Weather Satellite

Real weather satellites don't just report the weather. They change it.

You may increase by 10, or decrease by 4, the power of any Hurricane, Rain of Frogs, or Tornado. You may increase by 4, or decrease by 2, the power of *any* other Attack to Destroy (including *Disasters*) against any Place except *Space* ones.

The Satellite gets *two* Action tokens, but may not use them in the same attack.

Gadget **ACTION ACTION**

Whispering Campaign

This card requires an Action from a *Media* group. It gives +15 in any Attack to Destroy a Personality, or +10 in any Attack to Destroy any other Group. It cannot be used with *Assassinations* or *Disasters*.

If a Whispering Campaign succeeds against a Personality, he is considered destroyed, *but not dead* – just permanently out of public life. Thus, he cannot be returned to play by any means!

Requires Media Action

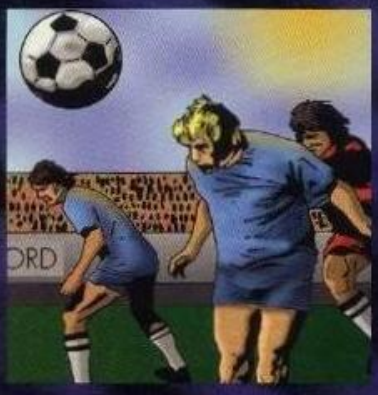
Withering Curse

Assassination! This is an Instant Attack to Destroy any Personality, at any time. It does not require an action. Its Power is 10.

A single *Magic* group *may* use its action for this attack, and add its own Power. This attack is *Magic*.

Assassination!

World Cup Victory



Play this card at any time to give +10 Power or Resistance (your choice) to any *Nation* you control.

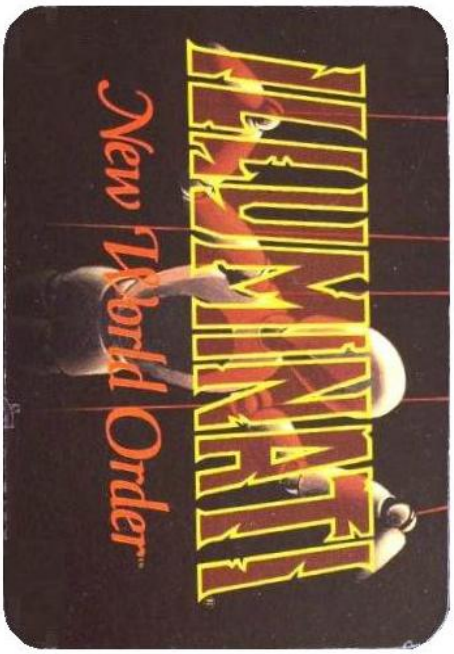
If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense,, the bonus lasts until the end of the current turn and does not count toward Goals.

Xanadu

Is it a place, or does it exist only in virtual reality? No one knows. Xanadu is the ultimate vacation spot, where all desires are fulfilled. Once one of your servants has visited Xanadu, he'll be loyal forever, just for the chance to go back . . .

If a card duplicating one of your Groups is played, it gives no bonus to an attempt to Control or Destroy your group.

Unique



ILLUMINATI®

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ASSASSINS™

125 NEW CARDS,
INCLUDING A BRAND-NEW
ILLUMINATI GROUP

THREE NEW TYPES OF PLOTS

IN STORES NOW

IF YOU DON'T FIND IT,
IT WILL FIND YOU

STEVE JACKSON GAMES

A Brief Attack of Conscience

"For what shall it profit a man, if he shall gain the whole world, and lose his own soul?"

The target Illuminati cannot use *Assassinations* or *Disasters*.

An Illuminati action is required to play this Zap.

*Play on a rival Illuminati at any time except during a privileged attack. A Zap stays on its victim until it is removed. Spending an Illuminati action, at any time, will remove **all** Zaps from any one player.*

Zap! ***Requires Illuminati Action***

Place

Al Amarja

Although Al Amarja seems constantly on the edge of chaos, it never quite etalon shrdlu Cthulhu fthagn bop she bop hello kitty!

Conspiracy is in the very air of Al Amarja. Its owner is immune to the "I Lied" card. However, its rulers use their arcane powers mainly to guard themselves; if Al Amarja, or its master or a puppet, is struck by a *Disaster*, each undrawn Plot card you discard (before the die roll) adds +4 to your defense.

POWER 2 RESISTANCE 8

Weird **Coastal, Nation**

Al Amarja is a trademark of John Nephew, used with permission. Fnord

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Alien Abduction

Play this card on any Personality at any time. Until the end of the current turn, that Personality has *no alignments at all*. Furthermore, it cannot *get* any alignments until the end of the current turn, for any reason!

Alternatively, play this card on a Personality in your hand (or in play but uncontrolled) to take control of them automatically.

Anarchists Unite!

Anarchy – It's not the law, it's just a good idea.

The target Illuminati cannot take over Government groups.

An Illuminati action is required to play this Zap.

*Play on a rival Illuminati at any time except during a privileged attack. A Zap stays on its victim until it is removed. Spending an Illuminati action, at any time, will remove **all** Zaps from any one player.*

Zap! ***Requires Illuminati Action***

Anything Worth Doing Is Worth Overdoing

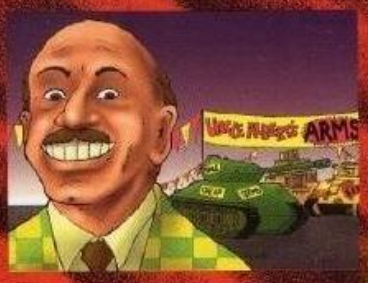
The target Illuminati cannot take over Conservative groups.

An Illuminati action is required to play this Zap.

*Play on a rival Illuminati at any time except during a privileged attack. A Zap stays on its victim until it is removed. Spending an Illuminati action, at any time, will remove **all** Zaps from any one player.*

Zap! ***Requires Illuminati Action***

Arms Dealers



Tell you what. Because I'm a nice guy, if you buy the missiles, I'll throw in the poison gas for free. Have we got a deal?

By spending the Arms Dealers' action, you may trade any number of your Plots for the same number of *exposed* Plots belonging to one rival. You may hide any or all of the Plots you receive; if you give away any exposed Plots, they stay exposed.

POWER 2 RESISTANCE 4

Violent, Criminal

Place

Australia

G'day, mate! Grab a coldie and I'll throw another prawn on the barbie!

Once Australians make up their minds, that's the way it is. Especially after a few beers. While they are controlled, *double* their printed Resistance . . . unless it is the weekend, a national holiday in the country where you are playing, or after 5 p.m. In that case, have another coldie and multiply Resistance by four!

Australia has +10 against any Attack to Destroy, and gives all your other Organizations +4 against any Attack to Destroy, because of its remoteness.

POWER 3 RESISTANCE 6*

Conservative, Government **Huge, Coastal, Nation**

Back to the Drawing Board

Whenever the target Illuminati would be entitled to draw a Group, they must draw a Plot instead.

An Illuminati action is required to play this Zap.

*Play on a rival Illuminati at any time except during a privileged attack. A Zap stays on its victim until it is removed. Spending an Illuminati action, at any time, will remove **all** Zaps from any one player.*

Zap! ***Requires Illuminati Action***

Back to the Salt Mines

In the secret tunnels in the abandoned salt mines under Milwaukee, the foreign troops wait for the summons. Or is it Topeka?

This card may be played when a Place is attacked in a non-Instant way, for +10 either to the attack or to the defense. Only one such card may be played during any attack; if a defender plays this card, an attacker must take his back if he has played one.

If you play this card and your side prevails in the attack, this card returns to your hand, but it is exposed.

Backfire

*"**Mason** jars are **hermetically** sealed. Don't you SEE? It was in front of us all along! And now it's too late . . ."*

The tides of magic are stirred by strange forces. No *Magic* group, no matter who owns it, may use its Action token(s) until the end of the present turn, except to defend itself against an attack.

Alternatively, if this card is played *immediately* after a *Magic* action, that action is canceled.

This card requires an Illuminati or *Magic* action.

Attribute Freeze! *Requires Illuminati or Magic Action*

Backmasquerade

"And every time they play it, the incantation repeats . . ."

Link this card to any *Magic* group. That group can now spend its action at any time to remove one Zap from any Illuminati. This link cannot be moved.

Only one Backmasquerade can be in play at a time. When a new one is played, the old one is immediately removed.

Bait and Switch

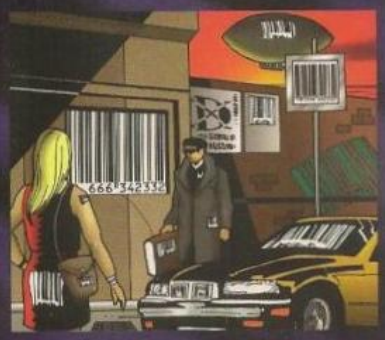
The target Illuminati cannot take over Corporate groups.

An Illuminati action is required to play this Zap.

*Play on a rival Illuminati at any time except during a privileged attack. A Zap stays on its victim until it is removed. Spending an Illuminati action, at any time, will remove **all** Zaps from any one player.*

Zap! *Requires Illuminati Action*

Bar Codes



*They're on everything . . . price tags, airline baggage, the backs of highway signs. You can't read them, but **someone** can . . .*

By spending the action from any *Computer* group, this card may be used at any time to look through the Group deck of a rival. You have *only ten seconds* to look at his cards. You may not change their order or show them to anyone else. Your rival may choose to shuffle the deck after you return it.

Requires Computer Action

Beach Party

"Like, I never rode a 500-foot wave before, man!"

Play this card at any time to give immediate Relief, and an Action token, to any *Coastal* Place which has been *Devastated*. Leave it linked to that Place for a +5 against any further *Disaster*.

Bite the Wax Tadpole

Something was lost in translation . . .

No *Media* group, no matter who owns it, may use its Action token(s) until the end of the present turn, except to defend itself against an attack.

Alternatively, if this card is played *immediately* after a *Media* action, that action is canceled.

This card requires an Illuminati or *Media* action.

Attribute Freeze! *Requires Illuminati or Media Action*

Black Helicopters

There goes another one, Ma. Better check the cattle.

Link this Resource permanently to any *Secret* and/or Government group. All that group's attacks are now privileged. If the group ever becomes neither *Secret* nor Government, the Helicopters are lost.

Unique

Blivit

The drawings were good, but we had a heck of a time actually building it . . .

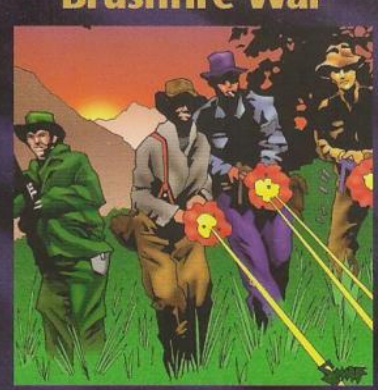
The action of the Blivit can be used to cancel the action of any other Resource. If a Resource does not have Action tokens, the Blivit cannot affect it.

The owner of the Blivit is immune to the Nuclear Power Companies.

Although only one Blivit can exist at a time, it is not *Unique*. Any other player can play a new Blivit, and the old one is destroyed and discarded. If it has just used its action, that action is canceled.

Gadget **ACTION**

Brushfire War



The target Illuminati cannot take over Peaceful groups.

An Illuminati action is required to play this Zap.

*Play on a rival Illuminati at any time except during a privileged attack. A Zap stays on its victim until it is removed. Spending an Illuminati action, at any time, will remove **all** Zaps from any one player.*

Zap! *Requires Illuminati Action*

Cat Juggling

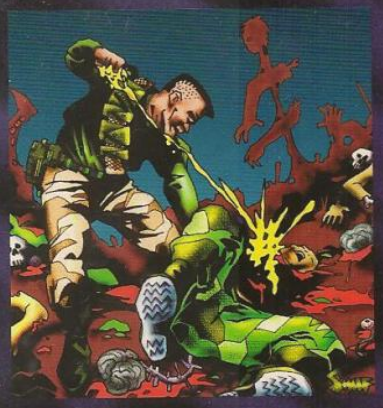
*"You're doing **what**???"*

Play this card at any time except during a privileged attack, placing it over any Peaceful group. The target is *paralyzed* immediately. It cannot spend Action tokens, and cannot use any special ability or linked Resource. Its puppets are unaffected, but it cannot get new ones. Control of the target does not count toward any Goal. To free the target, either remove its Peaceful alignment or spend an action from its master or any Illuminati.

Playing this card requires an Illuminati action, or Violent action(s) of Power equal to the target's current Resistance.

Requires Illuminati or Violent Action(s)

Cease-Fire



Play this card at any time to remove all Zaps in play, as long as more than one player is currently Zapped. If only one player is currently Zapped, this card has no effect. You must discard your top undrawn Plot or Group.

Requires Discard

Chain Letter

"You make 500 copies, and in three weeks you own Monaco!"

Play this card at any time except during a privileged attack, placing it over any Straight group. The target is *paralyzed* immediately. It cannot spend Action tokens, and cannot use any special ability or linked Resource. Its puppets are unaffected, but it cannot get new ones. Control of the target does not count toward any Goal. To free the target, either remove its Straight alignment or spend an action from its master or any Illuminati.

Playing this card requires an Illuminati action, or Weird action(s) of Power equal to the target's current Resistance.

Requires Illuminati or Weird Action(s)

Church of Violentology

It's only a game, dammit, and we don't want to see any snakes in our mailbox. Okay?

Any group which participates in the destruction of the Church may draw a Plot card.

However, if any attempt to destroy this group should fail, you may draw one Plot card for each group that participated in the attack . . . and the lowest-Power attacking group (except Illuminati) is automatically destroyed by your vengeful minions. (Roll randomly in case of ties; the destroyed group counts as a kill for you.)

POWER 2 RESISTANCE 6

Violent, Corporate, Fanatic

Church

Contract on America

If pro is the opposite of con, is progress the opposite of Congress?

Play this card at any time except during a privileged attack, placing it over any Liberal group. The target is *paralyzed* immediately. It cannot spend Action tokens, and cannot use any special ability or linked Resource. Its puppets are unaffected, but it cannot get new ones. Control of the target does not count toward any Goal. To free the target, either remove its Liberal alignment or spend an action from its master or any Illuminati.

Playing this card requires an Illuminati action, or Conservative action(s) of Power equal to the target's current Resistance.

Requires Illuminati or Conservative Action(s)

Convenience Stores

There's one on every corner . . . a worldwide network of informers. Any group card you play as an "agents" card gets an extra +5 for either attack or defense. If anyone *else* plays an "agents" card, you may give them the +5 at no cost.

The Convenience Stores have no effect on the power of duplicate Illuminati cards.

This group has +10 against any Attack to Destroy.

POWER 1 RESISTANCE 2

Corporate

Copy Shops

You may spend this group's action at any time, along with any Plot card from your hand, to *copy* any exposed Plot belonging to a rival. This "copied" Plot must be one that you can legally use immediately, and you *must* use it immediately, paying the normal cost. If it is nullified in any way, it is lost; no one can save or "scavenge" it for further use in any way. If it's a Goal, you must be able to win with it immediately, or it doesn't count. If the copied Plot is one that would normally be kept on the table as a link, fake it . . .

The actual Plot belonging to your rival is completely unaffected.

POWER 1 RESISTANCE 4

Crackdown on Crime

Play this card at any time except during a privileged attack, placing it over any Criminal group. The target is *paralyzed* immediately. It cannot spend Action tokens, and cannot use any special ability or linked Resource. Its puppets are unaffected, but it cannot get new ones. Control of the target does not count toward any Goal. To free the target, either remove its Criminal alignment or spend an action from its master or any Illuminati.

Playing this card requires an Illuminati action, or Government action(s) of Power equal to the target's current Resistance.

Requires Illuminati or Government Action(s)

Crusade

Everybody wants to go to heaven, but nobody wants to die.

Play this card at any time to give +10 Power or Resistance (your choice) to any *Church* group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

Day Care Centers

Drop your kids off, and we'll take care of them. So to speak . . .

This group always has the exact same alignments that its master has, and nothing can change those alignments unless the master changes! If the master is Fanatic, the fanaticism of the Day Care Centers is considered to be the *same alignment* for all purposes. If the Day Care Centers are destroyed, they count as having the alignments they had at the moment they were destroyed.

POWER 1 RESISTANCE 2

Death To All Fanatics

"If there's one thing we can't stand, it's intolerance!"

Play this card at any time except during a privileged attack, placing it over any Fanatic group. The target is *paralyzed* immediately. It cannot spend Action tokens, and cannot use any special ability or linked Resource. Its puppets are unaffected, but it cannot get new ones. Control of the target does not count toward any Goal. To free the target, either remove its Fanatic alignment or spend an action from its master or any Illuminati.

Playing this card requires an Illuminati action, or Fanatic action(s) of Power equal to the target's current Resistance.

Requires Illuminati or Fanatic Action(s)

Defection

He brought nothing with him except what was in his head. That was enough . . .

Go through your Groups deck and choose one non-unique Gadget Resource (or a Clipper Chip) that duplicates a Resource already owned by a rival. You may bring your duplicate Resource into play immediately, with its full complement of Action tokens. The rival Resource is not affected.

You may use this card at any time. A *Nation* action is required.

Requires Nation Action

Dittoheads

This group may only be controlled by a Personality. Place it on any side of its master's card, even if there is no Control Arrow there. The master gets +2 Power, and his Resistance is *tripled!*

Any number of Dittoheads may be in play, but no Personality can control more than one. A Dittohead card may not be used as an "agents" card.

This card always has the same alignments as its Personality, plus "Fanatic." If the Personality is already Fanatic, the fanaticism of the Dittoheads is considered the *same alignment* for all purposes.

POWER 1 RESISTANCE 4

Fanatic*

Dolphins

Place an Action token on any one *Green* group, or on two or more *Green* groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens. This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action

Don't Rock the Boat

The target Illuminati cannot take over Fanatic groups.

An Illuminati action is required to play this Zap.

Play on a rival Illuminati at any time except during a privileged attack. A Zap stays on its victim until it is removed. Spending an Illuminati action, at any time, will remove all Zaps from any one player.

Zap! *Requires Illuminati Action*

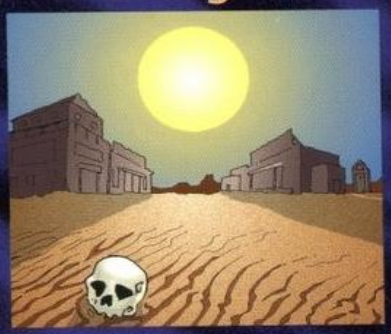
Don't Touch That Dial

Play this card at any time a *Media* group is attacked *unsuccessfully*. The attacker's turn ends immediately.

An action from any *Media* group is required to play this card.

Requires Media Action

Drought



Disaster! This is an Attack to Destroy any *Huge* Place. It does not require an action. Its Power is 24 if the target is *Coastal*, 28 if it is not.

This is not an Instant attack. Any *Coastal* Place, or any group with a special ability that mentions giving Relief, can aid the target Place with its current Power.

If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 10, the target is destroyed!

Disaster!

Drug Companies

We'll have to put something in the water to make them forget this . . .

The Drug Companies may attack to permanently *remove* one alignment from any group in play. Roll exactly as for an Attack to Control, with a +10 bonus, but if it succeeds, the only result is the loss of whichever alignment the attacker chooses. Indicate this in whatever Illuminated manner you choose; a solid-gold engraved plaque is good, but so is a sticky note.

POWER 3/13 RESISTANCE 3

Corporate *Science*

Enough is Enough

At any time, at any place, our snipers can drop you. Have a nice day.

Play this card on your own turn, before drawing any Plots. You may remove all Zap, Paralysis or Attribute Freeze cards that are affecting your Power Structure. However, preoccupied with your housecleaning, you may draw no Plots this turn.

Draw No Plot Cards This Turn

EPA

We need to see your Environmental Impact Form, your Formal Environment Pact, your Impacted Environment Formula . . . All 23 copies, please. Oh, look. This one is in blue ink. You'll have to start over.

As long as there is a token on the EPA, the Nuclear Power Companies cannot use their special ability.

POWER 3 — RESISTANCE 3

Government — Green, Science

Every Year Is Worse

"The Earth is degenerating today. Bribery and corruption abound. Children no longer obey their parents, every man wants to write a book, and it is evident that the end of the world is fast approaching."
– Assyrian tablet, c. 2800 BC

Play this card at any time except during a privileged attack, placing it over any Conservative group. The target is *paralyzed* immediately. It cannot spend Action tokens, and cannot use any special ability or linked Resource. Its puppets are unaffected, but it cannot get new ones. Control of the target does not count toward any Goal. To free the target, either remove its Conservative alignment or spend an action from its master or any Illuminati.

Playing this card requires an Illuminati action, or Liberal action(s) of Power equal to the target's current Resistance.

Requires Illuminati or Liberal Action(s)

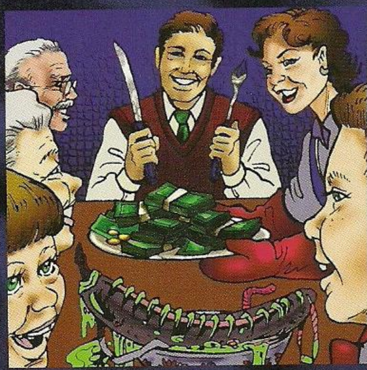
Exorcism

Just because everything is different doesn't mean anything has changed . . .

Remove all Zaps from one player (not necessarily yourself). You must discard your top undrawn Plot or Group.

Requires Discard

Family Values



The target Illuminati cannot take over Weird groups. Discordia is *immune* to this Zap.

An Illuminati action is required to play this Zap.

Play on a rival Illuminati at any time except during a privileged attack. A Zap stays on its victim until it is removed. Spending an Illuminati action, at any time, will remove ***all*** *Zaps from any one player.*

Zap! — *Requires Illuminati Action*

Fickle Finger of Fate

Indecision is the key to flexibility.

The target Illuminati lose their automatic takeover. Instead, they get +10 to their Power for any one attack, each turn. (This card is prohibited in a game using two-player rules.)

An Illuminati action is required to play this Zap.

Play on a rival Illuminati at any time except during a privileged attack. A Zap stays on its victim until it is removed. Spending an Illuminati action, at any time, will remove ***all*** *Zaps from any one player.*

Zap! — *Requires Illuminati Action*

Five-Year Plan

Nothing can stand against us. Every single detail is absolutely perfect.

No *Communist* group, no matter who owns it, may use its Action token(s) until the end of the present turn, except to defend itself against an attack.

Alternatively, if this card is played *immediately* after a *Communist* action, that action is canceled.

This card requires an Illuminati or *Communist* action.

Attribute Freeze! — *Requires Illuminati or Communist Action*

Flesh-Eating Bacteria

Disaster! This is an Attack to Destroy any Place. It does not require an action. Its Power is 20.

This is not an Instant attack. Any *Science* group can aid the target Place. The Center for Disease Control has triple power to aid the target Place.

If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 8, the target is destroyed, and this card returns to the hand of the fiend who played it.

Disaster!

Floating Point Error

8.9938765 out of 10 software executives agree it's not really a problem . . .

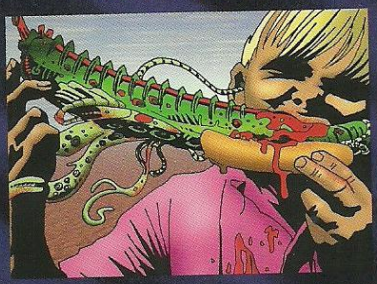
All over the world, computers get weird. No *Computer* group, no matter who owns it, may use its Action token(s) until the end of the present turn, except to defend itself against an attack.

Alternatively, if this card is played *immediately* after a *Computer* action, that action is canceled.

This card requires an Illuminati or *Computer* action.

Attribute Freeze! — *Requires Illuminati or Computer Action*

Frankenfood



It's got genes from a firefly, a French fry, a tomato and a Toyota!

Genetic manipulation creates a tangy taste treat with a special side effect! Add one alignment of your choice to any Place you control, as long as it doesn't have the opposite alignment already. You may not remove or reverse an alignment with this card.

This requires an action from a *Science* group. The new alignment is permanent until you remove it – you may do this at any time. Your rival(s) may remove it at any time by spending *Science* actions with a total Power of 6.

Requires Science Action

Personality

General Disorder

Spend his action to give +10 to any *Disaster* . . . but it cannot destroy its target, only *Devastate*.

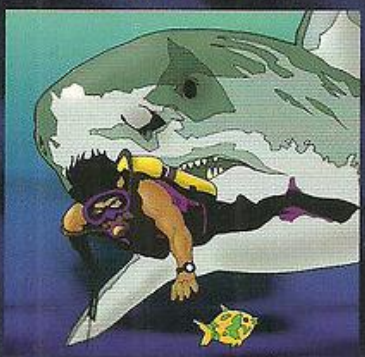
General Disorder has been assassinated repeatedly, but he doesn't stay dead. If he is killed or destroyed, he counts as "destroyed" only until the end of the current turn. If no one has won, the General comes back to life on any arrow of his former master (if none are available, he returns to your hand). His puppets return to your hand whenever he is destroyed. He keeps any linked Plots or other changes, good or bad.

POWER 1 RESILIENCE 6

Weird, Violent

Science

Go Fish



Ask any rival for a specific Plot. He must show you all his hidden Plots, give you all instances of the Plot you named *and* discard two undrawn Plots for each one. But if he has *none* of the Plot you named, all *your* Plots are exposed.

Note: Once *anyone* has actually *looked* at a rival's hidden Plots or Plot deck by means of any Plot or special ability, *Go Fish* may not be played against that rival during the remainder of that turn.

Go, Lemmings, Go!

Play this card whenever a rival discards Plots or Groups, from either his hand or his deck, in order to power a Plot card or a group's special ability.

If he discarded one card, he must discard *two more* of the same type. If he discarded more than one, he must discard *as many again* of the same type or types.

If the original discards were from his hand, the extras must be from his hand; if he does not have enough, he must make up the difference from his deck. If the original discards were from his deck, the extras must be from his deck; he does not have to discard from his hand, even if his deck runs out!

He gets no benefit of any kind for the extra discards.

GOAL

Blinded by Science

"If we knew what we were doing, it wouldn't be research."

Control six *Science* groups.

This Goal cannot be combined with other Goals in any way.

GOAL

Earth First

"Think globally. Blow things up locally."

Destroy Corporate groups, and control *Green* groups, in any of the following combinations:

Destroy 2 Corporate, control 6 *Green*
Destroy 3 Corporate, control 5 *Green*
Destroy 4 Corporate, control 4 *Green*
Destroy 5 Corporate, control 3 *Green*
Destroy 6 Corporate, control 1 *Green*

This Goal cannot be combined with other Goals in any way.

GOAL

Population Reduction

"Too many people making too many problems, and not enough love to go 'round . . ." – Genesis

Destruction of up to three *Huge* Places counts as two groups each toward your Basic Goal (or as two destroyed groups each for Cthulhu), but you may not count any other destroyed groups toward that goal. (And remember, no matter what, you can only count three cards double toward your Basic Goal.)

However, if you can destroy five *Huge* Places without recourse to World War III, you may claim victory on that basis alone!

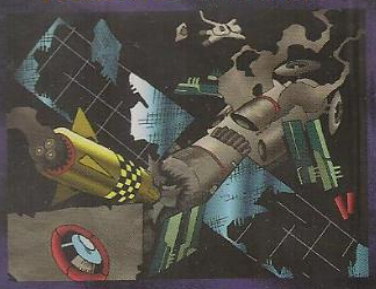
Grave Robbers

Use this card when you are entitled to take over a Resource. You have 30 seconds to look through your Groups deck and choose an Artifact Resource. You may bring it directly into play; if it has actions, it starts with a full complement of Action tokens.

If the Resource is *Magic*, you must spend *Magic* Action(s) worth 6 Power to use this card.

May Require Magic Action(s)

Hubble Trouble



"These days, you don't have to be a rocket scientist to be a rocket scientist." – David Letterman

No *Space* or *Science* group, and no Satellite resource or the Orbital Mind Control Lasers, no matter who owns it, may use its Action token(s) until the end of the present turn, except to defend itself against an attack.

Alternatively, if this card is played *immediately* after a *Space* or *Science* action, that action is canceled.

This card requires an Illuminati, *Space* or *Science* action.

Attribute Freeze!

Requires Illuminati, Space or Science Action

Place

Illuminati University

Where do you go to learn the Things Man Was Not Meant To Know? Good old IOU!

You must pay "tuition" as long as you control IOU. At the end of each turn, you must discard one Plot or Group from your hand or the top of your deck, or discard IOU and return its puppets to your hand. But IOU, and its master, and its puppets, are all completely immune to *Disasters* and to Straight and Government groups.

And don't ask what the O stands for.

POWER 2 RESISTANCE 6

Weird — Science, Magic

Junk Bonds

It's not the principle of the thing. It's the money.

A scandal rocks the financial community. No *Bank* group, no matter who owns it, may use its Action token(s) until the end of the present turn, except to defend itself against an attack.

Alternatively, if this card is played *immediately* after a *Bank* action, that action is canceled.

This card requires an Illuminati or *Bank* action.

Attribute Freeze! — *Requires Illuminati or Bank Action*

Killer Satellite

As its action, the Killer Satellite may attempt, at any time, to destroy any "Satellite" Resource, or the Orbital Mind Control Lasers. If a target is destroyed, any action it had just announced is canceled! For a *sure* kill, discard the Killer Satellite. Or roll one die:

1-3: Target is destroyed.

4: Any target but the OMCL is destroyed. If the target is the OMCL, the Killer Satellite is destroyed!

5: Target and Killer Satellite are both destroyed.

6: Killer Satellite is destroyed.

Alternatively, the Killer Satellite may use its action to give +5 to *any* attack on a *Space* Place, or it may be discarded (with its Action token) for a +15 on any attack to *destroy* one.

Gadget — **ACTION**

Lab Explosion

The target Illuminati cannot take over new Resources.

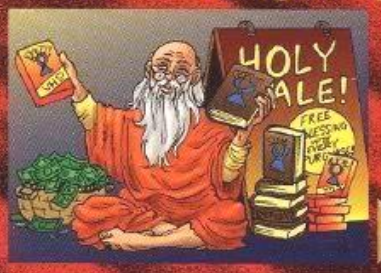
An Illuminati action is required to play this Zap.

Play on a rival Illuminati at any time except during a privileged attack. A Zap stays on its victim until it is removed. Spending an Illuminati action, at any time, will remove ***all*** *Zaps from any one player.*

Zap! — *Requires Illuminati Action*

Personality

Lama Ramadingdong



Oh, very yes, we are all animals and minerals. It is an extreme muchness. I am explaining it in my new book, or if you prefer it is on video, yes?

His Power increases by 1 for every other *Green* group in play, and may be used to defend any *Green* group at any time. This does not require an action.

POWER 1 RESISTANCE 1

Peaceful, Weird, Corporate — *Green*

Lenin's Body

He's still dead. Film at 11.

Link this card to any Group. That group gains +5 for direct control of *Communist* groups. If the linked group is itself *Communist*, it also gains Global Power equal to its current regular Power.

Unique

Let the Sunshine In

I don't see you, so don't pretend you're there.

No *Secret* group, no matter who owns it, may use its Action token(s) until the end of the present turn, except to defend itself against an attack.

Alternatively, if this card is played *immediately* after a *Secret* action, that action is canceled.

This card requires an Illuminati or *Secret* action.

Attribute Freeze! — *Requires Illuminati or Secret Action*

Personality

Lyndon LaRouche

Beams! Beams from space, protecting our way of life and destroying the godless Commies!

If LaRouche controls a political party (Republican, Democrat, Libertarian or the Green Party) or Government group, his Power becomes the *printed* Power of his most powerful such puppet.

However, at the beginning of each turn, roll one die. On a 1 through 3, LaRouche is receiving etheric vibrations from the dark side of Venus, and gets no Action token. Also, his alignments *do not count* toward any Goal!

POWER 1 RESISTANCE 8

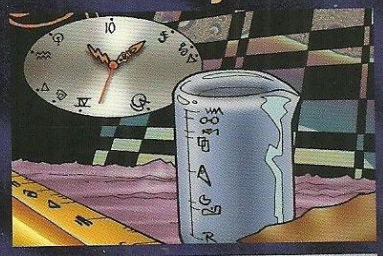
Weird, Conservative, Criminal, Fanatic

May Day

Place an Action token on any one *Communist* group, *or* on two or more *Communist* groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens. This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action

Metric System



"Kilograms are bigger than pounds, but kiloliters are smaller than hours. And your meters have to be in meters."

Play this card at any time except during a privileged attack, placing it over any Corporate group. The target is *paralyzed* immediately. It cannot spend Action tokens, and cannot use any special ability or linked Resource. Its puppets are unaffected, but it cannot get new ones. Control of the target does not count toward any Goal. To free the target, either remove its Corporate alignment or spend an action from its master or any Illuminati.

Playing this card requires an Illuminati action, or Government action(s) of Power equal to the target's current Resistance.

Requires Illuminati or Government Action(s)

Militia

Every time the Militia makes or aids a successful Attack to Destroy, its printed Power is increased by 1. Participation in a failed Attack to Destroy reduces its Power by 1, but never to less than 1. (Use one or more 6-sided dice on the Militia to keep track of their Power.)

POWER 1 RESISTANCE 6

Violent, Conservative, Fanatic

My Karma Ran Over Your Dogma

"Why should we take them over? They're no ***fun****!"*

The target Illuminati cannot take over Straight groups.

An Illuminati action is required to play this Zap.

Play on a rival Illuminati at any time except during a privileged attack. A Zap stays on its victim until it is removed. Spending an Illuminati action, at any time, will remove ***all*** *Zaps from any one player.*

Zap! *Requires Illuminati Action*

Near Miss

Play this card when a Place is destroyed (with or without a *Disaster*). The destruction becomes mere Devastation. Or, if a place is *Devastated*, play this card to cancel the Devastation. However, you may not use two Near Miss cards together to turn destruction into a complete miss.

Nevermore!

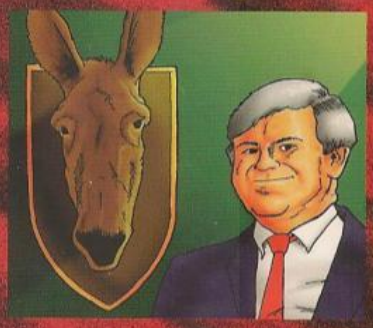
Play this card immediately after any Plot takes effect. For the rest of the game, no *duplicate* of that Plot may be played. Place this card with the NWOs, with the Nevermored Plot removed from the discard pile and placed under it. If a Plot is not discarded when played, it may still be Nevermored; write its name on a sticky note and put it on or beside this card.

If not canceled when first played, Nevermore! cannot be removed, and any player can then Nevermore any Plot immediately after it is played. Playing this card, or Nevermoring another Plot after this card is already down, requires an Illuminati action or two Plot discards from your hand or deck.

Requires Illuminati Action or Discards

Personality

Newt Gingrich



As long as Newt is part of any Power Structure, the "Newt World Order" is in effect: any attack *anyone* makes to destroy any Liberal group gets a +5 bonus. Newt's direct attacks to destroy Liberal groups get an extra +5.

POWER 3 RESISTANCE 6

Conservative, Government — **Space, Science**

No Beer!

We're out of WHAT?

Disaster! This is an Instant Attack to Destroy any Place. It does not require an action. Its Power is 16 normally. Against Australia, Germany or Texas, its Power is 24. Against France and Italy its Power is only 8. By spending their action, the Liquor Companies can either halve this attack's Power or double it!

If the attack succeeds, the target is *Devastated*. This attack cannot actually destroy its target.

Disaster!

Nutrition Nazis

Don't put that in your mouth. You don't know where it's been. ***But we do . . .***

If the Nutrition Nazis are involved in an attack, any *Science* group may aid their side, regardless of alignments.

Or this card may be played from its owner's hand like a Plot card to give the *Science* attribute to any group. Link the group to this card, and treat this card as a Plot for all purposes. (This may only happen once per game, and is not allowed if the Nutrition Nazis are already in play as a group.)

POWER 1 RESISTANCE 4

Straight — *Science*

NEW WORLD ORDER

Antitrust Legislation

When this card comes into play, all players must reorganize their Power Structures in any way they like . . . as long as no Corporate group is controlled by another Corporate group. Any group that cannot follow this rule must be discarded.

No Corporate group may take control of another Corporate group while this NWO is in effect. If an alignment change creates a condition where one Corporate group controls another, the owner must immediately move the puppet to a non-Corporate master (at no cost) or discard it.

This card replaces any Yellow NWO card in play.

NEW WORLD ORDER

Apathy

The number one problem in the world today, but who cares?

No group may aid an attack made by another group, regardless of who owns it.

This card replaces any Red NWO card in play.

NEW WORLD ORDER

Australian Rules

Any player who attacks a rival, or aids in an attack on a rival, may draw a Plot.

Anyone who successfully captures or destroys a group belonging to a rival may draw a Group.

These are all *in addition* to any cards which the players may be entitled to draw for other reasons.

This card replaces any Red NWO card in play

NEW WORLD ORDER

End of the World

The end of the world is at hand! The millennium is coming Real Soon Now! Repent! Slack off! Play card games!

All *Church* or Fanatic groups get +2 Power; Fanatic *Churches* get +3. All Corporate and Government groups lose credibility, and their Power is reduced by 2.

This card replaces any Yellow NWO card in play.

NEW WORLD ORDER

Global Warming

How about some nice beachfront property in Kansas?

The seas rise.

All currently *Coastal* Places lose 2 Power (though none are reduced below 1).

All non-*Coastal* Places become *Coastal*.

All *Green* groups get +2 to their Power.

This card replaces any Blue NWO card in play.

NEW WORLD ORDER

Interesting Times

Things are getting so weird that not even the Secret Masters are sure what's going on. Unfortunately, this makes them grumpy, and they tend to argue a lot, slam doors, and destroy small nations.

This card may have either of two effects; the person who plays it must choose *one* and declare it when the card is played.

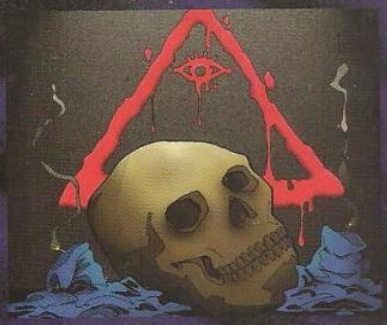
(a) No Goal is valid except the Basic Goal, "number of groups controlled." Illuminati goals, and goals from Goal cards, cannot be used to win.

(b) The number of groups required for the Basic Goal is increased by 2.

This card replaces any Blue NWO card in play.

NEW WORLD ORDER

The Magic Goes Away



Magic devices stop working. Nobody knows why.

No *Magic* Resources have any effect while this NWO is in play. All *Magic* groups have their Power reduced by 1. *Magic* Resources and Groups still count normally for all Goals.

Since all the Illuminati use magic to some extent, their powers are also reduced. All Illuminati lose the "automatic takeover" phase of their turn.

This card replaces any Red NWO card in play.

NEW WORLD ORDER

Visualize Whirled Peas

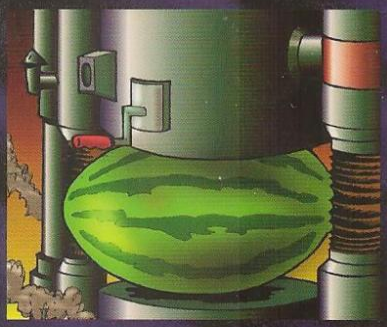
You know, all of us together would outnumber the normals!

Fanatic is no longer the opposite of Fanatic; all Fanatic groups are now considered to have the same alignment for all purposes! Fanatic groups that are *not Weird* get +2 Power. Weird Fanatic groups are still on the fringe and get no bonus – sorry, guys.

This card replaces any Yellow NWO card in play.

NEW WORLD ORDER

Watermelons



Green on the outside, red on the inside . . .

One-time Communists, looking for a new cause, drift into *Green* movements. All *Green* groups are considered *Communist* and vice versa. This card replaces any Blue NWO card in play.

Alternatively, instead of using this card as a NWO, link it to one group which is already either *Green* or *Communist*, and make it permanently *both*. Treat it as a Plot card for all purposes.

Oil Spill

Disaster! This is an Instant Attack to Destroy any *Coastal* Place. It does not require an action. Its Power is 14 against a *Huge* place, 18 against any other.

If the attack succeeds, the target is *Devastated* and all *Green* groups of Power 3 or more get an extra Action token. If the die roll succeeds by more than 6, the target is destroyed, and *all Green groups* get an extra Action token.

Alternatively, this card may be played to add +10 to any attack against OPEC or the Multinational Oil Companies.

Disaster!

Orgone Grinder

It increases its owner's charisma to almost unmanageable proportions . . .

Link this Resource to any Personality you control. That Personality now becomes "all things to all people," with Power increased to 6 and Resistance to 10. However, the Personality now has no alignments or attributes *and may not be given any*. This takes precedence over any other card that would normally add an alignment or attribute!

Unique Gadget

Pale People in Black

Oh, the despair! Oh, the angst!

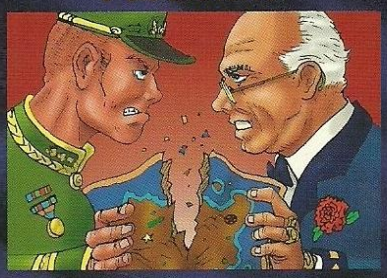
If the Pale People participate in an attack to control, their target becomes infected with boredom, depression and disgust, and all effects of opposed alignment may be ignored.

This group cannot be destroyed; for every Pale Person in Black who becomes an insurance salesman, another one graduates from high school.

POWER 1 RESISTANCE 2

Weird

Partition



Play this Plot on your turn. You may then play a card which duplicates an existing *Huge* Place, and make an automatic takeover or attack to control. If your attack succeeds, there are now two *non-Huge* Places, each with half the original *printed* Power (rounded up). Other characteristics are unchanged. Name them whatever you want – e.g., North and South Russia. "Agents" cards may be used normally against either Place.

Either Place now has +10 on any attack against the other. If one ever controls the other, the controlling player may declare them reunited at any time. Remove the puppet. The reunited group gets all cards linked to either group. If this produces a contradictory or illegal result, the owner chooses which links to discard.

Pave the Earth!

"I wanted to go to the environmental rally, but there was no place to park."

Environmental groups are torn by infighting. No *Green* group, no matter who owns it, may use its Action token(s) until the end of the present turn, except to defend itself against an attack.

Alternatively, if this card is played *immediately* after a *Green* action, that action is canceled.

This card requires an Illuminati or *Green* action.

Attribute Freeze! — *Requires Illuminati or Green Action*

Pizza for the Secret Meeting

Is this the secret meeting? Here you go, sir. Double cheese, pepperoni, anchovy, green olives, black olives, mushroom and a microphone.

Play this card at any time. Pick one *Secret* group to lose its *Secret* status for the rest of the current turn.

Power Satellite

May be linked to any *Space* Place or to any *Nation* to increase that group's Power by 2 and to give a +5 bonus to all defenses (including against *Disasters*). Only one Power Satellite may be linked to any one Place.

Gadget

Recycling Centers

By spending their action, the Recycling Centers may salvage any Group card, or any Gadget Resource, which is discarded for any reason. A card can only be salvaged on the turn it was discarded. The salvaged card goes into its owner's hand.

Remember: if two or more players try to use special abilities or Plot cards to claim the same discarded card, whoever speaks first gets it!

POWER 1 RESISTANCE 3

Green

Regi$tered Trademark

It has come to our attention that you are not using our name properly . . .

Play this card at any time, linking it to *any* Group in play. This link cannot be moved or removed. All players must now refer to that Group by its full name, exactly as printed on its card, whenever they mention it (either in game play or table talk). Circumlocutions, pronouns, references to "that card," pointing, etc., are not acceptable. A player who fails to refer to the card properly must discard one Plot, from his deck or from his hand, as soon as the error is pointed out.

If the *owner* of the Group refers to it incorrectly, and a rival points it out before the owner does, the owner must *give* that rival his top undrawn Plot.

Reverse Whammy

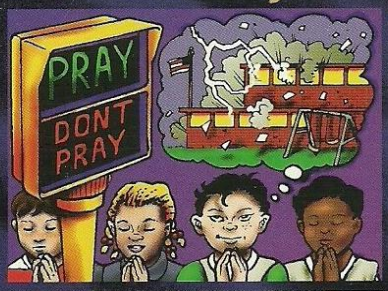
I've got friends I haven't even used yet.

Play this card when a Zap is played on you. The Zap applies to the one who used it instead!

You must discard your top undrawn Group card, or one from your hand.

Requires Discard

School Prayer



On the count of three, we'll all forget everything else we were doing and run around bleating. Ready? One, two . . .

No *Church*, Liberal or Conservative group, no matter who owns it, may use its Action token(s) until the end of the present turn, except to defend itself against an attack.

Alternatively, if this card is played *immediately* after a *Church* action, that action is canceled.

This card requires an Illuminati, *Church*, Liberal or Conservative action. Almost anybody can start the fun . . .

Attribute Freeze! *Requires Illuminati, Church, Liberal or Conservative Action*

Science Alarmists

The hole in the ozone is enhancing the greenhouse effect, our rats died, our experimenters don't look so good either, and another species becomes extinct every 35 seconds!

Don't worry about the details. You're not a scientist; you wouldn't understand them. Just take their word for it and panic now.

If you control the Science Alarmists, no rival may make an automatic takeover of any *Science* or *Green* group without your permission.

POWER 1 RESISTANCE 4

Green, Science

Screaming Meme

Link this card to any Organization except an Illuminati. The Resource cannot be stolen or re-linked elsewhere. An Organization with a Screaming Meme cannot be destroyed by any means.

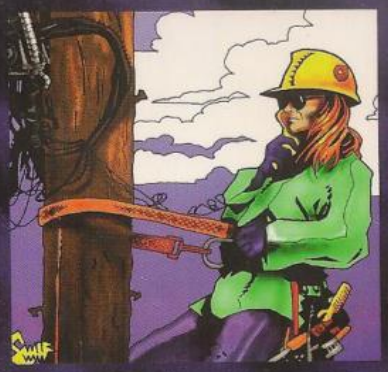
This Resource is not Unique, but only one can exist at a time. If a new Screaming Meme is brought into play, the old one is instantly forgotten; discard it.

Secret Master

Everything in the world is controlled by a small evil group to which, unfortunately, no one we know belongs.

Link this card to one Personality who is directly controlled by your Illuminati. That person is now a *member* of the Illuminati. He cannot be captured at all, or destroyed except by *Assassination* or by the direct attack of another Illuminati. And he has an extra +20 against an *Assassination*. However, he loses all alignments and attributes.

Security Leak



All new Plots drawn by the target Illuminati are automatically exposed as soon as they are drawn.

An Illuminati action is required to play this Zap.

Play on a rival Illuminati at any time except during a privileged attack. A Zap stays on its victim until it is removed. Spending an Illuminati action, at any time, will remove ***all*** *Zaps from any one player.*

Zap! *Requires Illuminati Action*

Shock Jocks

But how did it ***feeeeeeeeel*** *to strangle your mother? What were you thinking? Did you* ***talk*** *to her? Did you play music? What kind? Hey, let's hear from our callers. Anybody out there ever kill their parents?*

Bad taste is better than no taste at all . . . and most of their fans look so *normal* . . . The Shock Jocks are Weird, but they are treated as Straight when they attack to control a Straight group. And they and their master can interfere in any attack involving a Straight group on either side.

POWER 1 RESISTANCE 5

Weird — *Media*

Society of Assassins

When one of your Fanatic groups attacks or defends, you may treat its Fanatic alignment as the same as that of any other Fanatic group. Your Fanatic groups also have Global Power equal to their Power.

POWER 7/7

SPECIAL GOAL

Any Secret group counts double for you as long as none of your rivals control a Secret group with more power.

Sorry, Wrong Number

Groups in the target Power Structure get no defensive bonus for being close to the Illuminati.

An Illuminati action is required to play this Zap.

Play on a rival Illuminati at any time except during a privileged attack. A Zap stays on its victim until it is removed. Spending an Illuminati action, at any time, will remove ***all*** *Zaps from any one player.*

Zap! *Requires Illuminati Action*

Spontaneous Combustion

Assassination! This is an Instant Attack to Destroy any Personality, at any time. It does not require an action. Its Power is 10, or 15 if the target is *Magic*.

A single *Magic* group *may* use its action for this attack, and add its own Power.

Assassination!

Spy Satellite

It can read your mail from orbit. Right through the envelope.

Spend its action at any time to pick three Groups randomly from any rival's hand, show them to all players if you wish, and return them. Or just expose one random Plot from his hand instead.

Gadget **ACTION**

State Lotteries

It's a tax on stupidity, and the money rolls in . . .

Pay your money and take your chances. By spending this group's action, you may return all your Groups or Plots to the appropriate deck, reshuffle, and draw *one less card* than you returned. You may do this at any time.

POWER 2 RESISTANCE 0

Government

Strange Bedfellows

Play this card at any time. Pick one group that you control, and *reverse* any or all of its alignments. This effect lasts for only one action. It may also be used during the Action token placement phase; if so, its effect lasts only during that phase.

Alignments changed by this card do not count toward any Goal.

Sudden European Vacation

I think I need a change of scenery. In fact, I left yesterday.

Play this card on any Personality you control, at any time, and move it so that it is controlled by a different master (in any Power Structure). Any hostile Plot cards just played on that Personality are canceled (*including* Instants), and no other hostile Plots may be played against that Personality for the remainder of the turn.

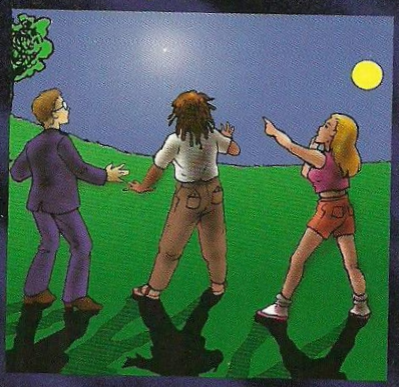
Sufficiently Advanced Technology

Any sufficiently advanced technology is indistinguishable from magic.
– Arthur C. Clarke

Place this card with your Resources and link it to a *Science* group you control. As long as that group remains *Science*, it is also *Magic* for all purposes.

Or . . . if this card is linked to a *Magic* group, then as long as that group remains *Magic*, it is also *Science* for all purposes.

Supernova



The light in the skies inspires awe at the wonders of the universe, and space scientists react quickly by asking for budget increases.

Play this card during your turn. You may take over one or two Gadget Resources by spending one *Space* action for each Resource. If those Resources normally get Action tokens, they start with a full set.

Requires Space Action(s)

Supreme Court Nomination

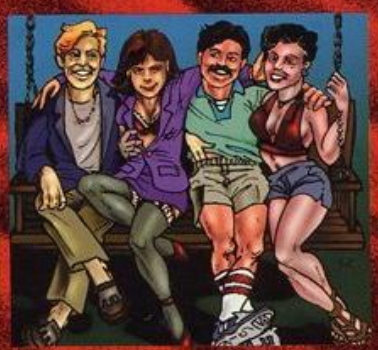
This is an Attack to Destroy any Personality, at any time. It does not require an action. Its Power is 15.

This attack cannot be made Instant or Privileged. Any group can aid either side. Republicans, Democrats and *Media* groups count double.

If the attack succeeds, the target is destroyed (though not killed!) by the nomination process.

If the attack *fails*, the target has become Chief Justice. His printed Power is increased to 4; he gains the alignment Government (and loses Corporate if he had it). While he remains in play, no further Supreme Court Nomination card may be played.

Swingers



Semper poly fi, baby . . .

They've got friends everywhere. *Lots* of friends. The Power of the Swingers is increased by 1 for every Liberal group in your Power Structure.

POWER 1 RESISTANCE 1

Weird, Liberal

Take the Money and Run

Money is the root of all evil, and man needs roots.

The underworld perceives the target Illuminati as patsies rather than Secret Masters. The target Illuminati cannot take over Criminal groups.

An Illuminati action is required to play this Zap.

Play on a rival Illuminati at any time except during a privileged attack. A Zap stays on its victim until it is removed. Spending an Illuminati action, at any time, will remove ***all*** *Zaps from any one player.*

Zap! ***Requires Illuminati Action***

TANSTAAFL

The target Illuminati cannot take over Liberal groups.

An Illuminati action is required to play this Zap.

Play on a rival Illuminati at any time except during a privileged attack. A Zap stays on its victim until it is removed. Spending an Illuminati action, at any time, will remove **all** *Zaps from any one player.*

Zap! ***Requires Illuminati Action***

Personality

Teddy Kennedy

Teddy's Liberal puppets can be destroyed, but only with difficulty – they defend at an extra +5 – and they can never be taken away from him. Any Liberal group he controls is immune to Attacks to Control.

POWER 4 RESISTANCE 4

Liberal, Government

Teflon Coating

Play this card when a Personality is attacked and enemy *Media* groups are involved. All *Media* attacks announced so far are canceled, and no other *Media* groups may aid the attackers.

The Big Prawn

But HOW is it attracting the tourists? Don't ask . . .

The Big Prawn is the ultimate tourist attraction. It doubles the Power of the *Coastal* Place it is linked to. It cannot be stolen or moved in any way once linked. You may also permanently add, subtract or reverse any one alignment of the Place at the moment the Big Prawn is linked.

If the Big Prawn is destroyed, it cannot be rebuilt. The local economy will collapse and the host Place is *Devastated*. If the host Place is devastated or destroyed, the Big Prawn is destroyed.

Unique Gadget

The Green Party

Save the rain forests! Collect the whole set!

Gives +4 for control of *Green* groups. All your other *Green* groups get +1 Power.

POWER 4/2 RESISTANCE 5

Liberal Green

The Irish Flu

Put this card on top of any Personality in play. The victim loses its Action token and cannot get another one this turn. Killing the victim gets rid of the Flu. Otherwise, at the beginning of the next turn, the victim becomes *immune*, and its owner passes the Flu to any non-immune Personality in play. The Flu moves each turn, until every Personality in play is immune; then it is discarded. Use markers to show who is immune. The Center for Disease Control makes its whole Power Structure immune to the Flu.

Note that there are many strains of the Flu. A Personality who has suffered through one Flu card is *not* immune to the Flu from another card!

The Meek Shall Inherit

"Be wary of strong drink. It can make you shoot at tax collectors and miss."

– Lazarus Long

The target Illuminati cannot take over Violent groups.

An Illuminati action is required to play this Zap.

Play on a rival Illuminati at any time except during a privileged attack. A Zap stays on its victim until it is removed. Spending an Illuminati action, at any time, will remove **all** *Zaps from any one player.*

Zap! ***Requires Illuminati Action***

The Thule Group

Hitler's wizards are still alive. In fact, some of them are getting younger . . .

You may spend this group's action at any time to let you discard any number of Groups from your hand. You may then use the *printed* Power of those Groups as Power or Resistance bonuses for any attack or defense, even an Instant . . . ignoring alignments and attributes.

If Hitler's Brain is linked to this group, they cannot be captured or destroyed.

POWER 1 RESISTANCE 6

Secret, Magic

This Was Only A Test

Had this been a real emergency, we would be **out** *of here, and you would have died in ignorance.*

Play this card when a *Disaster* is played. That *Disaster* is canceled. It is returned to the hand of whoever played it, and is exposed. It may not be used again until after the end of its owner's *next* turn.

Truck Bomb

Oh, yeah, that's subtle.

Play this card when you attack to destroy any Organization. The attack becomes *Instant*. However, the attack must be made by a single Violent group, either with or without the help of your Illuminati, and no bonuses to destroy count for this attack except those of your Illuminati and the attacking group.

Vile Secretions

"I heard that if you just ***touch*** *them, you . . . . eeeuuuww, gross!"*

Play this card at any time except during a privileged attack, placing it over any Weird group. The target is *paralyzed* immediately. It cannot spend Action tokens, and cannot use any special ability or linked Resource. Its puppets are unaffected, but it cannot get new ones. Control of the target does not count toward any Goal. To free the target, either remove its Weird alignment or spend an action from its master or any Illuminati.

Playing this card requires an Illuminati action, or Straight action(s) of Power equal to the target's current Resistance.

Requires Illuminati or Straight Action(s)

Personality

Vladimir Zhirinovsky

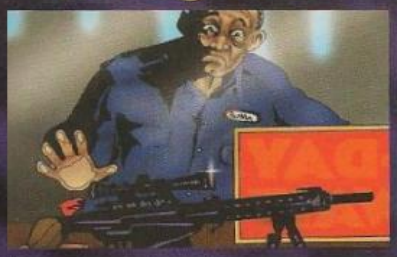
"Kill them all! Let Lenin sort them out!"

Has +10 for direct control of Russia, or +5 for direct control of any other *Communist* group.

POWER 2 RESISTANCE 6

Violent, Conservative — *Communist*

Waiting Period



"Three days? But I want to shoot somebody ***now!****"*

Play this card at any time except during a privileged attack, placing it over any Violent group. The target is *paralyzed* immediately. It cannot spend Action tokens, and cannot use any special ability or linked Resource. Its puppets are unaffected, but it cannot get new ones. Control of the target does not count toward any Goal. To free the target, either remove its Violent alignment or spend an action from its master or any Illuminati.

Playing this card requires an Illuminati action, or Peaceful action(s) of Power equal to the target's current Resistance.

Requires Illuminati or Peaceful Action(s)

Whistle Blowers

"I love my country. It's my government I hate."

Play this card at any time except during a privileged attack, placing it over any Government group. The target is *paralyzed* immediately. It cannot spend Action tokens, and cannot use any special ability or linked Resource. Its puppets are unaffected, but it cannot get new ones. Control of the target does not count toward any Goal. To free the target, either remove its Government alignment or spend an action from its master or any Illuminati.

Playing this card requires an Illuminati action, or Corporate action(s) of Power equal to the target's current Resistance.

Requires Illuminati or Corporate Action(s)

Witch Hunt

Moral victories don't count.

Place an Action token on any one *Church* group, or on two or more *Church* groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens. This card may be played at any time. It requires an action from your Illuminati.

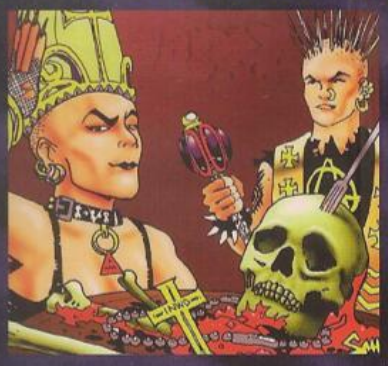
Requires Illuminati Action

X-Ray Specs

Link this card to any *Science* group. That group gains the special ability to spend its action to examine the top three undrawn cards from any deck in play. If the linked group is Weird *Science*, you may examine the top three cards from any *two* decks, or the top six on any one deck.

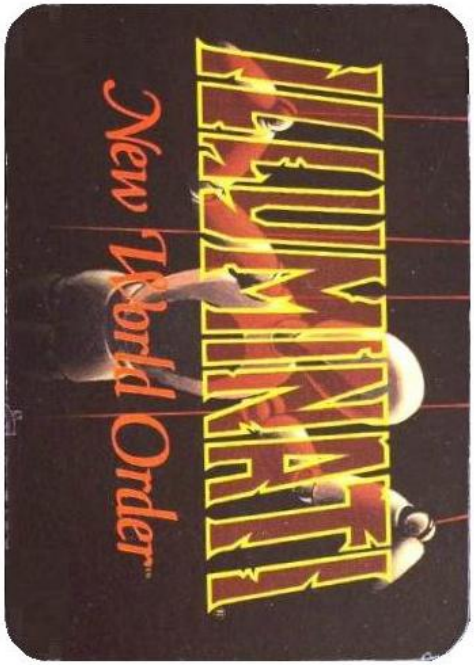
Unique Gadget

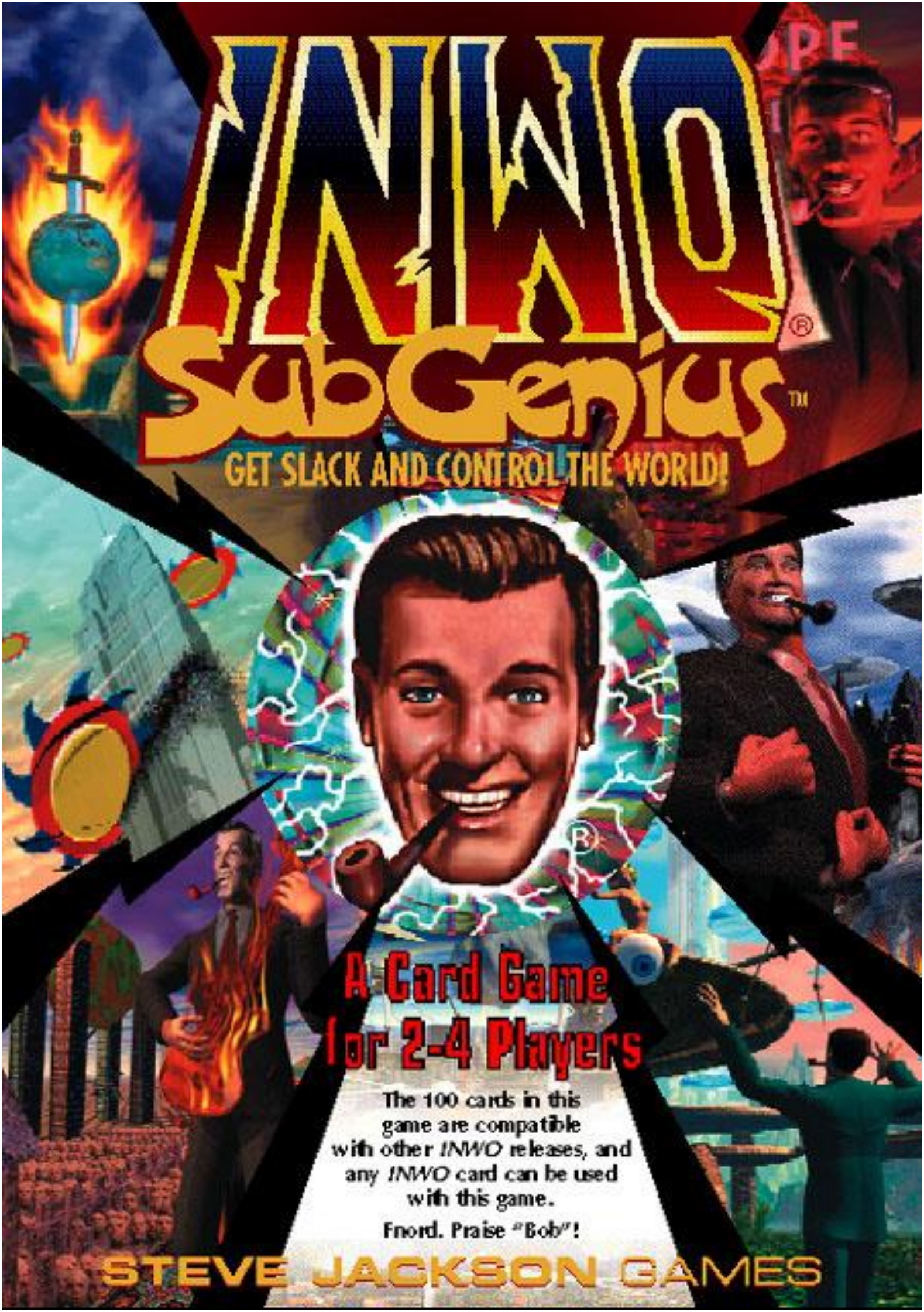
You Are What You Eat



Play this card after you destroy any group with an attack from a group *other* than your Illuminati. Discard the group that made the attack; it is considered destroyed but does not count for any Goals. Substitute the (formerly) destroyed one in its place in your Power Structure.

Puppets of the discarded group may be placed in any position on the new card, or discarded, or returned to your hand.




INWO
SubGenius
GET SLACK AND CONTROL THE WORLD!
A Card Game
for 2-4 Players
The 100 cards in this game are compatible with other INWO releases, and any INWO card can be used with this game.
Fnord. Praise "Bob"!
STEVE JACKSON GAMES

. . . Or Kill Me!

"Give me slack, or kill me."
– Last words of St. Sterno Keckhaver

You may play this card at any time when you have no Slack . . . that is, when there are no tokens on your Illuminati.

Pick a rival who *does* have Slack. That player must either give you one Illuminati token (which goes on your own Illuminati), or discard a Group from his Power Structure. You cannot take any actions or free moves for the rest of that turn, other than to defend yourself against attacks.

13013

This number is sacred to "Bob" for reasons too COMPLEX and SECRET to print on this little bitty card.

Meditation on 13013 can produce amazing effects:

The Power for one *SubGenius* group is increased to 6. Link this card to your chosen *SubGenius* group.

This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

No player may have more than one 13013 in play.

Requires Action

Organization

Advanced Supersonic Aluminum Nazi Hell Creatures from Beneath the Hollow Earth

Some call them Deros, or Hollow Earth Scum. Most know better than to call them at all. When they come up, it's NOT PRETTY . . .

Whenever the Advanced Supersonic Aluminum Nazi Hell Creatures from Beneath the Hollow Earth participate in a successful Attack to Destroy a rival's group, you may draw another Plot.

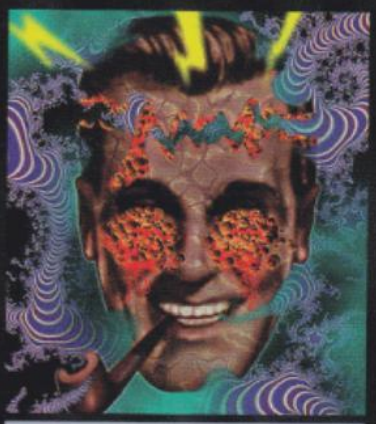
4/2

Violent

RESI6NCE

Secret, Science

AntiSlack



"When in Rome, KILL ME."
– Sterno, Pope of Arkansas

Play this card at any time, on a rival who has at least two Action tokens on their Illuminati. Remove one of them. Smile sweetly or laugh nastily, as you wish. No player may be hit by more than one AntiSlack card in a turn.

GOAL
Arise!

"Perhaps the best way to win any Conspiracy game is to simply WALK OUT. Steal the silverware on your way to the door."
– The Book of the SubGenius

"Okay, but we're playing at YOUR house."
– Evil Stevie

You are so Illuminated that you can triumph in defeat. If a rival removes your last puppet, reveal this Goal. Instead of being out, you stay in until the end of the turn. And if you still have no puppets, you WIN! You may share a victory, even with a rival playing the same Illuminati, with this Goal.

Attitude Mutation

And what we believed yesterday, we scorn today, and what we mocked yesterday, we embrace today, for the spirit of "Bob" is in us, and we needed a change anyhow.

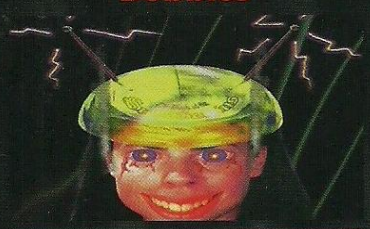
Play this card at any time. You may add, remove or reverse an alignment of any group you control.

If the group is directly controlled by the Illuminati, there is no cost to make the change; otherwise, it requires an action from that group's master. The change lasts only for the rest of the current turn. You may play only one Attitude Mutation per turn.

May Require Action

Organization

"Bobbies"



Also to be ostracized are those who call themselves SubGenii but behave more like Moonies, stupidly mouthing dogma and Pinking up the church.

When you take over the "Bobbies," you may place them on any rival's open control arrow. They do not count toward any Goal – they *increase* their owner's Basic Goal by one Group. When an Attack to Control or Destroy succeeds against the "Bobbies," the attacker *must* either discard them or give them to a rival. This is the *only* way to get rid of them or move them, aside from destroying their master.

POWER 1

RESI0NCE

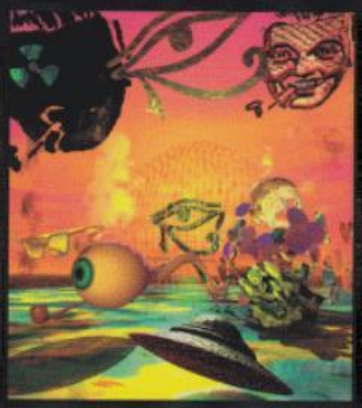
Straight, Fanatic

GOAL
Brag of the SubGenius

*". . . when they plug **me** in, the lights go out in Hong Kong! I weigh 666 pounds in zero gravity, **come and get me!** My physical type **cannot** be classified by science . . . I'm so ugly the Speed of Light can't slow me down and Gravity won't tug at my cuffs!"*

Any *SubGenius* group with a Power of 3 or more counts double toward your total number of groups controlled.

Bulldada



"I'm here with, basically, nothing to say. And that's what I want to talk to you about tonight . . ."
– "Bob"

Play this card immediately after any die roll (by any player). That roll is immediately changed, retroactively, to a 12.

You must discard *three other Plot cards.*

Requires Three Discards

GOAL

Cast Out False Prophets!

A heretic is someone who shares ALMOST all your beliefs. Kill him.

As a Goal: Destroy one Illuminati group *of the same type as yours*, by eliminating its last group.

Or as a regular Plot: +10 to destroy the False Prophets, or any of their puppets, or their *master* unless they're directly controlled by the Illuminati.

Organization

Church of Middle America

*They'll **never** get it, even when the saucers are flying overhead.*

Any *SubGenius* group that controls the Church gets +2 to its Power (and Global Power, if it already has Global Power), just out of *sheer glee*.

POWER 3/1 RESISTANCE 4

Straight, Peaceful, Conservative

Church

Church of the SubGenius

SPECIAL GOAL

Up to three Slack (Illuminati) tokens on the Church of the SubGenius may count as groups toward your Basic Goal. This Goal cannot be combined with any other Goal.

POWER 7/7

The Church of the SubGenius may accumulate its Action tokens ("Slack") each turn, though it can spend only one per action. It, and any *SubGenius* groups in its Power Structure, has +2 for direct control of any *SubGenius* group.

Church of the SubGenius

SPECIAL GOAL

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church of the subgenius

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Organization

Citizens for Normalcy

*They're too normal to believe. **Don't believe them.** They're tools of the Conspiracy.*

Secret control of these foes is a real coup for any servant of "Bob." They are immune to direct attacks to control by the Church of the SubGenius, The Discordian Society, or any Weird or *SubGenius* group. Likewise, they may never be made a puppet of any of these groups through an automatic take-over or by moving them.

The owner of the Citizens can spend their token and an Illuminati token to cancel any Plot.

POWER 2 RESISTANCE 2

Straight, Conservative, Fanatic

Comet Hail-Bob

It's that flaming YIELD sign from the heavens, telling you the last days are near.

Play this card immediately after a rival takes control of a group from his hand or the uncontrolled area. That Group went a little overboard in their newfound adoration, and... well, they're no longer with us. They are destroyed, but this destruction does not count toward any Goal. This requires an action from your Illuminati or two *Church* Groups. No player may use this card more than once in a game.

Requires Illuminati or Church Actions

Personality

Connie Dobbs

She is the mystic Consort of "Bob," the avatar of the two-car garage and the spotless bathroom . . . yet she is also Slack!

It is possible that "Connie" does not exist at all, though she has been the Primary Wife of "Bob" since 1955, and *he* has never denied her reality. At any rate, she is a Primal Incarnation of Womanhood, and neither she, nor any group she controls, can be destroyed as long as Connie is both Straight and *SubGenius*.

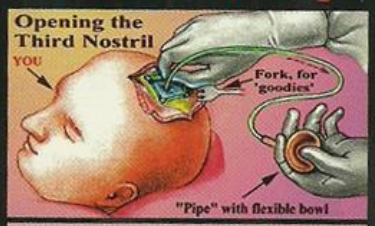
POWER 2/2 RESISTANCE 4

Straight

SubGenius

Organization

Corrective Phrenologists



Your personality is ruled by the lumps on your head. Maybe some new lumps would improve your personality, eh?

The Society for Corrective Phrenology believes that whacking people on the head can make them smarter and nicer. So they whack anyone who annoys them. It often works.

When the Corrective Phrenologists participate in any attack or defense against a rival's Violent group, they get a new Action token as soon as the dice are rolled.

POWER 2 RESISTANCE 3

Violent, Criminal — Science

Place

Dallas Catacombs

Beneath the gleaming glass tower that is SubGenius World Headquarters lies a maze of tunnels . . . No one has mapped them. No one.

Any group in your Power Structure may be placed on any side of its master's card, and moved to any other side of that card at any time, regardless of where the master's outgoing control arrows are. A group cannot have more puppets than it has outgoing control arrows. If you lose control of the Catacombs, you must immediately move all groups to their masters' actual control arrows. This is a free move, but any group that does not now fit in your Power Structure must be discarded!

POWER 1 RESISTANCE 6

SubGenius

Decency is OK!

That's right! It's actually **OK** *if you don't want to indulge in public debauchery, or even in* **mockery** *of ALL YOUR NEIGHBORS HOLD DEAR! There are many paths to Slack, and one of them is to ABASH those who would force their own path on you.*

Play this card to cancel any action taken by or aided by a rival's Weird group.

Devival

A prime duty of every SubGenius is to SPREAD THE WORD. No one who has participated in a Devival will ever be quite the same again.

Play this card at any time to give +10 Power or Resistance (your choice) to any *SubGenius* group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn and does not count toward Goals. This card may only count once in any action or defense.

Organization

Divine Mail Order

The greatest offerings, of course, are those dollars spent to buy CHURCH GOODS bearing the holy DOBBSHEAD!

The holy Mail Order Department of the SubGenius Foundation spreads Slack and Dobbsheads to the masses . . . and brings in serious bucks.

You may spend its action to draw a Plot card. You may spend its action and an Illuminati action to draw *three* Plot cards!

POWER 2 RESISTANCE 3

Corporate — Media, SubGenius

Place

Dobbstown

Deep in the wilds of Malaysia, behind the high walls that hold back the jungle, lies a futuristic Utopia . . .

All true SubGenii yearn for Dobbstown and the company of their own kind. Its owner has a +5 on *any attempt* to control a *SubGenius* Personality.

POWER 3 RESISTANCE 4

Weird, Fanatic — SubGenius

Place

Dokstok

A traveling festival of peace and light and utter, deranged, manic weirdness.

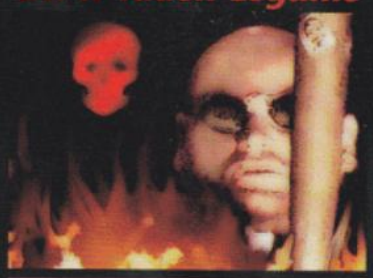
He who controls Dokstok may dispense Slack to the masses! Your Illuminati gets an extra token during the token-placement phase of your turn, which must be given to or traded to another player's Illuminati – or *discarded again* – before you may do anything else. This is **all** you may do with it! Make them *fight* and *beg* for it. Demand strange and repulsive favors. Enjoy yourself.

POWER 1 RESISTANCE 1

Peaceful, Weird

Personality

Dr. K'Taden Legume



This is a certified religion of scorn and vengeance directed at THEM . . .

Dr. Legume preaches the Word of "Bob" to all who cannot escape his rantings.

While you control Dr. Legume and he remains *SubGenius*, no one may make any kind of attack against any other *SubGenius* Personality you control.

POWER 2 RESISTANCE 3

Violent — SubGenius

Organization

Drs. for "Bob"

Musicians, artists, philosophers, public nuisances . . . the Drs. for "Bob" and their AntiMusic have played a huge part in the development of SubGeniosity.

Their Power can be used to defend any *SubGenius* group you control, as a *free move*, without using a token.

POWER 2 RESISTANCE 4

Weird — SubGenius

Eternal Salvation or Triple Your Money Back

Two, count 'em, TWO paradises for $30 . . . one while you're alive, lasting as long as you want, and one when you decide to die! No other religion offers a better deal!

Offer good through July 4, 1998. Some restrictions apply. Void where prohibited by law. Close cover before striking. Please recycle. Slightly higher in Canada.

Play this card at any time. Draw enough new Plots to fill your hand out to 5. You may only play this card once per game. It requires an action from one *SubGenius* group.

Requires SubGenius Action

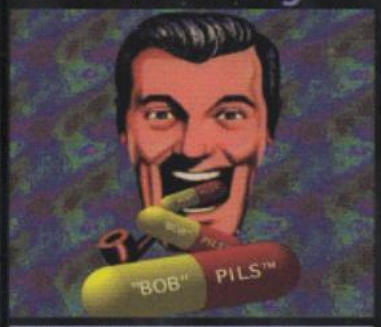
Excremeditation

So where do you do most of YOUR reading?

Place an Action token on any *SubGenius* group, or on two or more *SubGenius* groups whose Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens. This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action

Fake Healing



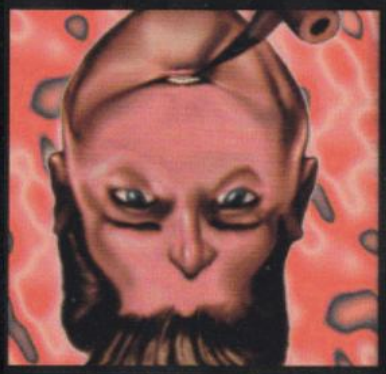
"The PILS of "Bob" . . . (NOT A DRUG) . . ."
*– Book of the SubGenius, "Health, the Industrial Diet, and **Bad Things**"*

*"At least one HEALING or casting out of demons is required at each Service . . . If no Member requires a Healing, then a Fake Healing **must be held**, and will generate equal Slack . . ."*
– Book of the SubGenius, "Starting Your Own Church"

And it REALLY impresses the Pinks!

Play this card on your turn to reduce the Resistance of any group in the uncontrolled area (or in your hand) to 0 until the end of the current turn.

False OverMan



But when those Yeti genes go WRONG, the price is TERROR . . .

Play this card at any time except during an attack. Link it to any Personality in play, either uncontrolled or controlled by any player. Increase his Power to 3, but he becomes Violent and Straight! If he was Peaceful or Weird, those alignments are lost.

This card cannot affect someone who is already an OverMan.

Organization

False Prophets

They're everywhere, mocking the words of the holy and interfering with mankind's salvation.

Control of the False Prophets gives a +4 on *any attempt* to control or destroy a rival's *Church* group.

2/2 POWER — **2** RESISTANCE

Straight, Fanatic — *Church*

False Slack

"Leisure activities" are the Cheese. The Conspiracy provides the Maze, and YOU are the Rat! The nibbling greedy RAT!! They dangle enough fancy stereos and ski trips in front of you and maybe you'll BITE . . .

Play this card at any time. Choose one Group (other than an Illuminati) controlled by a rival. Remove all its Action tokens, and those on its puppets, and their puppets, and so on. This requires an action from your Illuminati. No one may be hit with more than one False Slack in a single turn.

Requires Illuminati Action

Place

'Frop Farm

Habafropzipulops (NOT A DRUG) . . . it virtually negates the curse of Memory, that stumbling-block to Perfection.

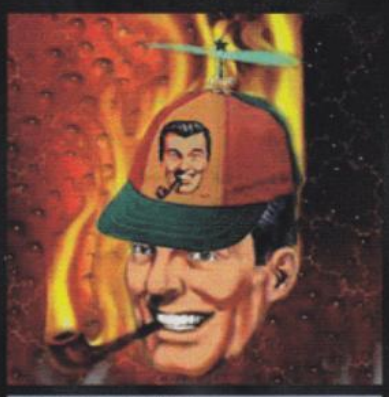
In a secret mountain valley, high in Tibet, grows the sacred 'Frop (NOT A DRUG!). Agents of many governments have given their lives (and MORE!) to steal the secret, yet it remains inviolate.

As its action, the 'Frop Farm may remove all Action tokens from any Personality.

2/1 POWER — **5** RESISTANCE

Peaceful — *Secret, SubGenius*

Give Me Slack, or Give Me Food



Or give me my card back.

Play this card immediately after you use a Plot. Discard this card instead, plus one other, and put the first Plot back into your hand.

Requires Discards

Organization

Glorps

*They're worse than Pink. They are **knowingly** Pink and revel in it. They are the natural servants of the Enemy . . . yet sometimes they may be duped into serving "Bob."*

Double their Power to Attack to Destroy a *SubGenius* group, or to aid such an attack. *Triple* it for any such attack if they are also controlled by a player who has become the Anti"Bob" by exposing the Anti"Bob" Goal.

3 POWER — **3** RESISTANCE

Straight, Fanatic

Organization

Good Sex for Mutants Dating League

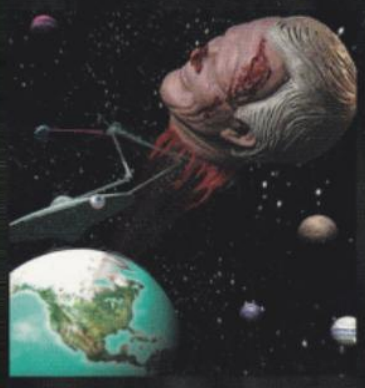
The League matches up those hard-to-match people (et cetera). In the process, they improve the morale of the whole Weird community. All your rivals suffer an automatic -2 on *any attempt* to control a Weird group, because they'd rather join *you*.

POWER 1 RESISTANCE 3

Weird, Liberal

SubGenius

Head Launching



Now you've REALLY got their attention.

Play this card at any time. The group of your choice now has Global Power equal to its Permanent Power. Link this card to the group.

This requires an action from the affected group. You must also discard two other Plots.

Requires Action and Two Discards

Inherently Bogus

If you are having trouble with your cash flow, it's because it isn't flowing to "Bob!"

Play this card at any time, except during an attack, on any **Church of the SubGenius** Illuminati which has no *SubGenius* groups in its Power Structure. They look suspiciously Pink! They lose one Illuminati token. No player may be hit by more than one Inherently Bogus card in a turn.

Resource

Janor Device

Aligns its holder with the Luck Plane . . . for a while.

You may add or subtract 1 – your choice – from any die roll you make. Any time you roll a natural 11 or 12, your turn ends right there (if it was your turn), and you must give the Device to a randomly chosen rival. Each rival rolls two dice, and the highest roll gets it.

Unique Gadget

Personality

Jesus B.

Hallelujah! As the business manager of the SubGenius Foundation, it's his duty to see that you get Slack, and a seat on that Saucer. All you have to do is send him money. LOTS of money. NOW.

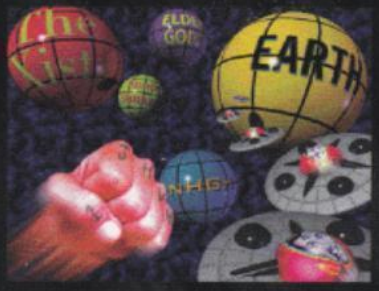
Once per game, while Jesus B. is in your Power Structure, you may BUY a single point of Slack by sending **one dollar** to the SubGenius Foundation, PO Box 140306, Dallas, TX 75214. We trust that your rivals, infuriated by your sleazy ploy, will force you to actually put the envelope in the mail!

POWER 3 RESISTANCE 3

Weird, Corporate

SubGenius

JHVH-1



*The SubGenius **knows** that a godlike alien space monster calling Himself Jehovah 1 is watching us and making us dance like cheap puppets for His own insidious purposes.*

Depressing, isn't it?

Play this card on a rival at any time. He must immediately discard half of his Plots (round up). He chooses the ones to be discarded.

This requires an action from your Illuminati.

Requires Illuminati Action

Kill "Bob"!

*Just remember, this is the religion that canonizes, bribes and emslackens its most REBELLIOUS HERETICS and CHEATS those who presume to be its most DEVOTED MONKS. Those who **Kill "Bob"** always return to the fold triumphant, CHANGED from pupils to Teachers.*

Play this card during an Attack to Destroy against any *SubGenius* group. After the dice are rolled, every player who participated on the attacking side, *if it succeeded*, gets an Illuminati token. If the *SubGenius* group was yours, you get an Illuminati token *regardless* of the results of the dice! You may not play this card more than once per turn.

Organization

League for Obvious Decency

*They wear their underwear on the **outside**, so everyone can see that they **have** it and that it's **clean**.*

You may spend the League's action to return up to two *exposed* Plots to the *top* of the Plot deck (or to their owner's Plot deck in standard ***INWO***).

POWER 1 RESISTANCE 3

Weird, Conservative

Organization

Local Clenches

A Clench is a local grouping of one or more SubGenii. Support your local Clench!

Though they are wildly different in style, and seemingly powerless as individuals, control of the Local Clenches gives an extra Action token to their master each turn, if that group is *SubGenius*.

POWER 0 RESISTANCE 2

SubGenius, Church

Luck Plane

*"I'd rather be lucky than good **any** day."*
– "Bob"

Play this card immediately after any die roll (by any player). That roll is immediately changed, retroactively, to a 2.

This is an automatic success only for an attack with a net Power of at least 2; attacks with a lower Power don't even get to roll the dice.

You must discard *three other Plot cards.*

Requires Three Discards

Resource

Martyr Meter

*This miraculous yet COMPLETELY SCIENTIFIC device actually **tests for False Jesii**, saving the Church uncounted time and resources.*

Place an extra Action token on *one* of your Personalities during the token placement phase of your turn.

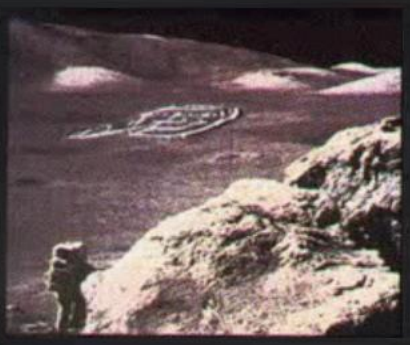
Unique Gadget

Mediocretinism

"None are so blind as those who have no eyes."
– Dr. Philo Drummond

Play this card at any time on any *SubGenius* group to remove that attribute until the end of the current turn.

Miraculous Manifestation



The face of "Bob" is seen on a tortilla in Plano, Texas. A flock of endangered whooping cranes flies into the World Trade Center, and the broken windows spell out DOBBS. A Senator resigns, saying he "needs more Slack." Truly, the world is ripe for the Word of "Bob"!

Play this card at any time. Each player must draw a Group and add it to the uncontrolled area.

In standard ***INWO***, he must draw a Group, show it to you and add it to his own hand.

More Slack!

The SubGenius can find Slack where NO ONE ELSE can, and use it UNFAIRLY and with MALICE AFORETHOUGHT, or JUST FOR FUN.

Play this card at any time in exchange for one Slack (Illuminati) token. While you are absorbed in your search for Slack, your plans become apparent to your enemies. Expose all your Plots.

No player may play this card more than once per game.

Expose All Plots

Organization

MWOWM

". . . and all them machines that'll run our lives and that BIG WHITE STONE that everybody's gonna know PERSONALLY in their own living rooms . . ."

MWOWM is the computer that will control the Last Days. Whenever any Plot is discarded, you may spend the action of MWOWM to roll one die. If you roll a 3 or less, you get that Plot!

2/1 RESI4NCE

Science, Computer

Nental Ife

*The 8th brain, the OUTER BRAIN, is a pseudophysical "shell" covering not only the other brains, but the entire body . . . The Nental Ife represents fully **half** of our brain power, but we can rarely make use of it.*

But if a SubGenius *does* gain control of his Nental Ife, his intelligence rockets.

Play this card at any time. Link it to any *SubGenius* Personality. It gains Global Power equal to its Permanent Power. This costs that Personality's action.

Requires Personality Action

Personality

NHGH

Speaking its name aloud is a Bad Idea. NHGH exists only for malicious jests and the absorption of Slack.

NHGH can't be destroyed. It can be controlled only by one who has exposed the Anti"Bob" Goal.

While in the uncontrolled area, though, it adds its Power of 5 to *all* attempts to destroy, by *any* player.

In a game with no uncontrolled area, play NHGH as a Plot to add +5 to any Attack to Destroy against a rival . . . but you then must *give* NHGH to that rival!

5/3 RESIS2NCE

Criminal

Official, Divine, All-Inclusive Excuse

"The Lord is not slack . . ." *– I Peter 3:9*

"Mockers who quote the Bible out of context will burn in hell." *– Sister Mary Margaret*

"Hey, I didn't do it!" *– You, right now*

Play this card when any attack is made against a Personality, before the dice are rolled. That attack becomes a failure.

Personality

OverMan Philo Drummond

One of the earliest servants of "Bob," Dr. Drummond is the first modern "OverMan" to be revealed in public. His Yeti genes give him superhuman powers.

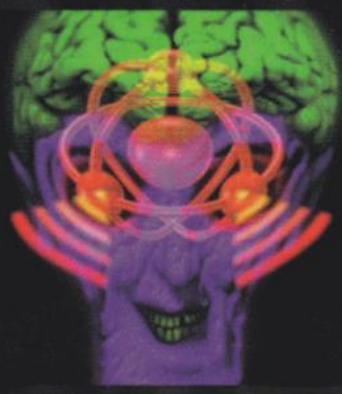
Any Weird group Philo controls is considered to be *SubGenius*.

He is, of course, unaffected by the OverMan and False OverMan cards.

3/3 RESI4NCE

SubGenius

OverMan



The spawn of the Yeti is the hope of Mankind! When those Yeti genes come out, ANYTHING is possible!

Play this card at any time except during an attack.

Link it to any Personality in play, either controlled by any player or uncontrolled.

Increase his Power and Global Power to 3.

This card cannot affect someone who is already a False OverMan.

Organization

Phlegm Elementals

Once human, now dissolved in their own juices, lurking in the sink traps and sewers, bubbling with hate . . . until they reach CRITICAL MASS, and emerge to FEED . . .

When the Phlegm Elementals participate in an attack, place a marker on the target group as soon as the dice are rolled, regardless of the outcome. That group is *befouled*. *Befouled* groups miss their next chance to get new Action tokens, but may then remove a *befouled* marker.

2/1 RESI4NCE

Violent

Secret s

Organization

Pinks

The Pink Boys. The Sheep. Those who Do Not Get It and Don't Know There's Something To Be Gotten.

Control of this card merely means that you have the attention of the Pinks *for the moment*. They won't really remember anything you say.

Any time the Pinks have no Action token, they may take one from any other Straight group you control.

3/1 RESI0NCE

Straight

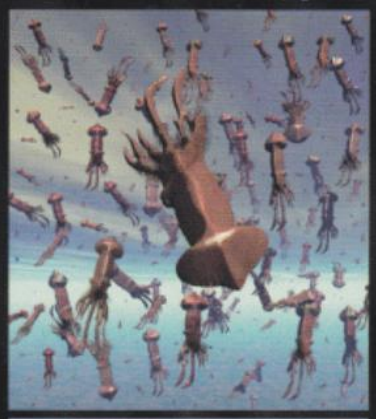
Psychic Pstench

The true SubGenius can "whitfread" your intentions from the soul-smudge you leave on your prized possessions . . . such as MONEY.

Play this card at any time. One rival of your choice must expose all his Plots. Alternatively, you may play this card to force a rival to discard one exposed Goal. This Plot costs an action from a *SubGenius* Personality.

Requires SubGenius Personality Action

Rain of Prairie Squid



It's a sign, I tell you!

Play this card at any time except during an attack.

Remove all cards from the uncontrolled area. Shuffle them back into the Groups deck. Deal out an equal number of replacements.

In standard ***INWO***, discard any number of Groups from your hand, and draw the same number.

Random Jesii

". . . horde upon horde of ***False Jesii*** *. . . the New Jesus, the Old-Time Jesus, the Werejesus, the 900 Foot Tall Jesus, the Astronaut Jesus, the Lady Jesus, the Animal Jesus or the Four-Legged Jesus anyway, the Sirsgin' Jesus, the Upside-Down Jesus . . . and the Vampire Jesus who gave His blood for you and now WANTS IT BACK . . ."*

Play this card at any time except during an attack. One chosen rival, harassed by swarms of False Jesii, must expose all but one of his Plots. This requires the action of one *SubGenius* or *Church* group.

Anyone controlling the Martyr Meter is immune to this card.

Reauires SubGenius or Church Actions

Rant!

"I communicate without ***wires*** *or* ***strings!*** *I am a Thuggee, I am feared in the Tongs, I have the Evil Eye, I carry the Mojo Bag; I swam the* ***Bermuda Triangle*** *and didn't get wet!"*

Play this card during your turn, any time after your token placement phase, to take automatic control of any Group or Resource in the uncontrolled area (or from your hand in standard ***INWO***). This requires an action from a Personality with an open control arrow. If a Group is chosen, it becomes a puppet of that Personality.

Your turn ends immediately.

Requires Personality Action, Ends Turn

Repent!

Quit your job! Slack off!

Play this card at the beginning of your turn, immediately after your token placement phase. Slack off, do nothing else, and end your turn . . . and take an extra token on your Illuminati.

Ends Turn

Personality

Reverend Ivan Stang

*"Sometimes communication must be made more **dangerous** and **irritating** than necessary . . ."*

Chiefly responsible for Church brochures and pamphlets, Reverend Stang is now the primary spreader of the Word of "Bob." Reverend Stang can give his Action token to any other *SubGenius* group at any time, as long as that group has no token.

3/2 RESI4NCE

Media
SubGenius

Robo "Bob"

The uncanny, sleepless guardian . . .

Play this card on your turn. Link it permanently to any *SubGenius* Place you control. That Place may never be controlled by another player, and has a +5 against any attempt to destroy it. This counts as the action for the place it affects. No player may have more than one Robo "Bob" in play.

Requires Action

Organization

Rogue SubGenii

*". . . the feared ROGUE SUBGENIUS, capable of **any** unmentionable act and owing allegiance to **nothing**."*
– SubGenius Pamphlet #1

They acknowledge no leader, they can't even agree on what DAY it is, nor do they CARE!

If this group has no Action token, you may discard one Plot card at any time to get one. You may do this only once per any player's turn.

2/2 RESIS5NCE

Criminal

SubGenius

S.C.A.M.

Delight them, distract them, discomBobulate them with SubGenius Confidence AnarchoMaterialization. Then clear out.

Play this card after an opponent makes any die roll. He must roll again. Playing this card is an action for a Personality.

Requires Personality Action

Organization

S.L.A.K.

The SubGenius League of Ass-Kickers: holy storm troopers, or brutal, drug-crazed bums? Hey, why do we have to be one or the other?

S.L.A.K. never rests; its members are always eager to do the bidding of "Bob."

Whenever S.L.A.K. has no Action token during the token placement phase of a rival's turn, it gets one.

PO2ER RESIS5NCE

Violent, Fanatic

SubGenius

Organization

S.P.U.T.U.M.

Dedicated to the discouragement and destruction of net.spam and other Pink stuff, and the protection of the Holy Purity of the Church's virtual domains.

When they participate in an attack against a Personality, the Power of S.P.U.T.U.M. is multiplied by 3.

PO1ER RESIS2NCE

Weird, Violent

SubGenius Computer

Sacred Jests

*Subliminal, contagious mockery of THEM . . . and not just to boggle the Pinks. The SubGenius constantly seeks to shatter and mutate the attitudes of his **fellow SubGenius** as well.*

Play this card at any time. Pick one rival. He must pick one of his Plots at random, and either use it immediately or discard it.

If it is a Goal, he must expose it instead. If this turns him into the Anti"Bob" – well, so be it.

Resource

Sacred Stencil

It instantly places the Face of Dobbs, yea, the Sacred Dobbshead, on any object. Do not abuse its powers! It is also important NOT to spray-paint "SLACK" or "GIVE ME SLACK" on fences in gang-infested areas. But we digress . . .

You may add +5 to your defense when any Attack to Destroy is made against a group you control. (In standard *INWO*, this bonus is also good against Instant attacks.)

Providing a rational explanation for this effect is left as an exercise for the student.

Unique Artifact

Saint of Sales

Inspired by "Bob," you make a deal that will leave them crying when they realize what they REALLY sold you.

Play this card on your turn. You may spend your Illuminati action, or the action(s) of SubGenius groups with a Power of at least 4, to automatically control one Resource from the uncontrolled area or from your hand.

Requires SubGenius or Illuminati Action

Place

Saucer Landing Strip

Here, "Bob" receives the emissaries of the Xists, and others, too . . .

The visitors bring mysterious gifts. At any time you have *no* Plot cards, you may exchange this group's Action token for two Plots.

POWER 1/1 RESISTANCE 3

Secret, SubGenius Space

Schizm

"All Clenches . . . MUST SCHIZM sooner or later . . ."
– Book of the SubGenius, "Starting Your Own Church"

Play this card with any attack against a group controlled by a rival. It gives +10 to that attack, but if the attack succeeds, the target group becomes *uncontrolled*, along with any puppets it has, and their puppets, and so on! This card *does* allow attacks against groups that are otherwise uncontrollable or undestroyable.

In a game with no uncontrolled area, the target group is *discarded*, and its puppets go to their owner's hand.

GOAL

Science Cannot Remove the Terror of the Gods!

Because Science now tells us that the END TIMES are coming . . .

Control *Church* groups, and destroy *Science* or *Church* groups, in any of the following combinations:.

Destroy 2 *Science* or *Church*, control 5 *Church*
Destroy 3 *Science* or *Church*, control 4 *Church*
Destroy 4 *Science* or *Church*, control 3 *Church*
Destroy 5 *Science* or *Church*, control 2 *Church*
Destroy 6 *Science* or *Church*, control 1 *Church*

This Goal cannot be combined with other Goals in any way.

Organization

Secret FisTemple

The followers of "Bob" are found where you least expect them.

The Secret FisTemple may *only* control Personalities, but *any* Personality it controls is considered *SubGenius*. It may give its Action token to its master or puppet, if that group is **naturally** *SubGenius*.

The Secret FisTemple automatically has all the same alignments that its master has.

POWER 2 RESISTANCE 4

Secret, SubGenius, Church

Shordurpersav

The greatest of the inventions of the SubGenius is the Short Duration Personal Savior. The true SubGenius accepts into his heart, on a strictly temporary basis, anyone or anything with which he happens to be impressed ***at the moment****.*

Play this card immediately after any die roll you make. You may ignore that roll and try again.

This requires an action from your Illuminati or two actions from *SubGenius* groups.

Requires Illuminati or SubGenius Actions

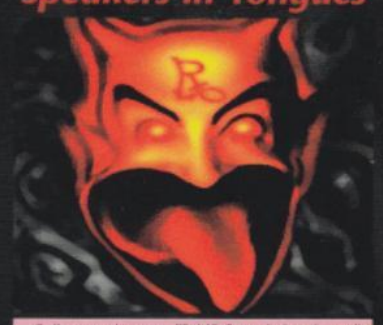
Slackfusion

That wondrous SLACK TRANSFUSION that happens only through the grace of "Bob"!

Play this card at any time to let you give or receive Illuminati tokens as part of a deal, for the rest of that turn. These tokens may not go to or from other groups – just from one Illuminati to another.

Organization

Speakers in Tongues



Gulla goo yip yaaa "Bob!" Eeewah bee boo ulla aiyah! Yaa gee BOO walla! Come out! Garra goo meemah doro goo foo walla bee yup "Bob!" Magoro woola tee yip yip! Boola fee moojah OR KILL ME!

You get +3 for *any attempt* to control a *Church* group.

POWER 1 RESISTANCE 3

Weird, Conservative, Fanatic

Personality

St. Janor Hypercleats

"He ain't no man . . . He ain't no god . . . I don't wanna walk the path that "Bob" trod . . ."
– prayer of St. Janor

St. Janor exists at *right angles* to the Luck Plane. When he attacks, or aids an attack, a roll of 11 is not an automatic failure – but if a natural 2 is rolled, the roll is considered a 12, and his controlling Illuminati loses one token if it had any.

St. Janor is not *Secret*, but he may attack any group that is *Secret*, or aid an attack on any *Secret* group, regardless of alignments.

POWER 2 RESISTANCE 1

Weird *Magic, SubGenius*

Stark Fist of Removal

It is not enough merely to be a Superior Mutant, for in the end times the hand of one OverMan may be raised against another, and he who lives by the Word of "Bob" may yet DIE by the Word of "Bob."

Play this card on your turn. Remove all your own Illuminati tokens (minimum of 1). Pick one rival and remove all *his* Illuminati tokens.

Show him the Stark Fist. Optionally, read him the italicized text. Put *feeling* into it. *Rant.*

Your turn is over.

Requires All Illuminati Tokens Ends Turn

Smite Them All!

And verily, the wrath of "Bob" did descend on the unbelievers, and on the believers too, especially those who had neglected to pay their dues. And there was much wailing and gnashing of teeth. And the Righteous did laugh.

Play this card at any time except during an attack. Each of your rivals must choose one Group or Resource to be removed from the uncontrolled area and placed on the bottom of the Group deck. You choose two such cards, and pick last.

In standard **INWO**, each player chooses the Group card(s) from his own hand and places them at the bottom of his own Group deck. You must have at least two Groups in your hand to play this card.

Organization

SubGenius FisTemples

"The ideal places for Church worship are hollowed-out and abandoned 1950s motels, gas stations and hamburger stands . . ."

– The Book of the SubGenius, "Starting Your Own Church"

Any group controlled by the FisTemples gets +5 to its Resistance.

POWER 2 RESISTANCE 3

Weird

SubGenius, Church

Sultan of Slack

*It's not enough to have Slack. It's not enough to have **more** Slack. You have to have the **most** Slack.*

You may play this card at any time, except during an attempt to thwart a declared victory. Until the beginning of your next turn, no player may claim victory using his Illuminati Special Goal **unless** he has at least as many Illuminati tokens as you do. You may not play this card more than once per game.

Tape Runs Out . . .

*". . . When the Rapture comes, I'll make 'em wait! They'll **never** clean my cage! Now give me some more of . . ."*

(Tape runs out.)

Good try. Too bad something went wrong.

This card may be played immediately after *any* other Plot is played, for any purpose. That card is canceled. Both cards are discarded.

Use of this card requires either an action from your Illuminati, or *three* other Plot discards.

Requires Illuminati Action or Discards

The 13th Apostle

*"I don't practice what I preach because I'm not the kind of person I'm preaching **to**."*

*– "Bob," in **Newsweek***

Place an Action token on any Personality, or on two or more Personalities whose Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens. This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action

G O A L

The Anti"Bob"

Some say his name is OBO. Some say it is Ed. Some say other stupid stuff. But he is REAL and he is NOT ON OUR SIDE.

You have joined the Evil One, and your true Goal is to subvert the Church from within!

You win if you control at least six *SubGenius* groups and have destroyed at least two *SubGenius* or Weird groups belonging to your rivals.

If you voluntarily expose this Goal, you get one extra Illuminati token . . . but then *nothing anyone does* can hide it again, or remove it from your hand! You may only earn one token per game this way.

Organization

The Hour of Slack

Once a week, Reverend Stang's radio show brings hope to the Slackless multitudes.

He shows you how to find Slack even in misfortune. Or to fake it, anyway.

Whenever a group in your Power Structure is attacked by a rival, you may draw one Plot as soon as the attack is committed.

POWER 2/1 RESISTANCE 3

Weird

Media, SubGenius

Resource

The Prescriptures

The Holy Writings, the Word of "Bob," containing all wisdom and the True and Detailed Predictions of These Last Days.

You know what will happen before it happens. Once per turn, on your turn, you may spend the Action tokens of *all* your Personalities (minimum of one), or an Illuminati action, to look at either the top three cards of any two decks in the game, or one rival's Plot hand.

Unique Artifact

Resource

The True Pipe

"The Pipe is an alien, but it no more controls Dobbs than we control the automobiles that carry US around."

– The Book of the SubGenius, "The True Pipe"

The Power and Global Power of your Illuminati are each increased by 2.

This cannot be combined with any other Resource that increases your Illuminati's power. The True Pipe is a *jealous* Pipe!

Unique Artifact

The World Ends Tomorrow and You May Die!

Some will join you because they see the Truth. Some will join from greed. Some will join because you scared the snot out of them.

Play this card when you attack a group in the uncontrolled area (or in your hand, in standard *INWO*). The attacking group must spend its token for the attack and either have at least one alignment in common with the target or be a *Media* group, but the attack is an automatic success. Your turn ends immediately.

Ends Turn

They May Be Pink . . .

"They may be pink, but their money's green!"
– "Bob", or L. Ron Hubbard, or perhaps both of them

The enlightened Church does not desire the destruction of the Pinks. Far better to gyp them out of their money and leave them alive to make more.

Play this card whenever a Straight group is attacked. All your Weird and/or *SubGenius* groups may help in its defense.

Resource

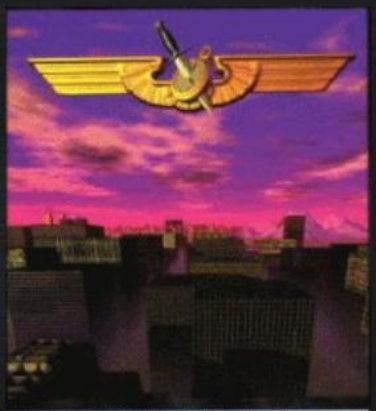
Three-Fisted Tales of "Bob"

This stirring text inspires SubGenii whenever it is read.

Link this to any *SubGenius* Place to increase its Power by 2, and give it Global Power equal to its new Power.

Unique Artifact

Time Control



Time Control is the WEAPON that gives us our SLACK. Praise "Bob"!

Play this card during your turn to let your Illuminati attempt a direct attack, at its normal power, *without spending a token.*

However, you may not spend, or have spent, *any* Illuminati tokens this turn except to buy Plot cards.

Spend No Illuminati Tokens

Organization

www.subgenius.com

Thousands of people a day, looking for cheap laughs and filthy pictures, find enlightenment on the Web and ***don't even know it.***

You may draw an extra Group card each time you start a new turn, and put it in the uncontrolled area.

Or, in a game with no uncontrolled area, you may spend this group's action at any time in order to draw a new Group.

3/3 RESISTANCE 2

SubGenius, Computer, Church

Organization

Xists

From their space vehicles they watch our struggle. What do they really want?

You can't actually CONTROL them, but sometimes you can *secure their cooperation* for a while.

If they are destroyed, they go to the uncontrolled area (or the hand of the player who destroyed them, in games with no uncontrolled area) and do not count as destroyed for any purpose.

5/5 RESISTANCE 5

Space

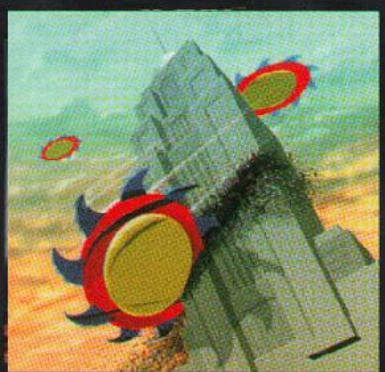
X-Day

It's the end of the world, it's coming Real Soon Now, and we'll keep trying until we get it ***right!***

Play this card at any time.

Discard all your Plots, and draw the same number of new ones, but never more than four. You may only declare X-Day once per turn.

Yacatisma



Space Bikers from Hell, coming from Orion on their INTERSTELLAR CHOPPERS. Their ***bad vibes alone*** *have already started tilting the Earth off its axis . . .*

Play this card at any time except during an attack. Pick two hidden Plots randomly from a rival's hand. He must discard them. This requires an action from a *SubGenius* group.

Requires SubGenius Action

Organization

Yetis

In their hidden valleys, man's hairy ancestors have little to do with their degenerate offspring. Or do they?

The Yetis hide their human connections carefully.

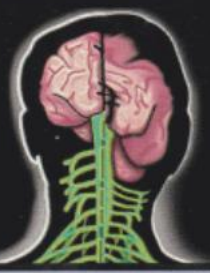
This card may be placed on any open side of its master's card, even if there is no outgoing control arrow there! Any group may attack to control the Yetis, as long as it has an open side on which to place them.

2/2 RESISTANCE 3

Peaceful

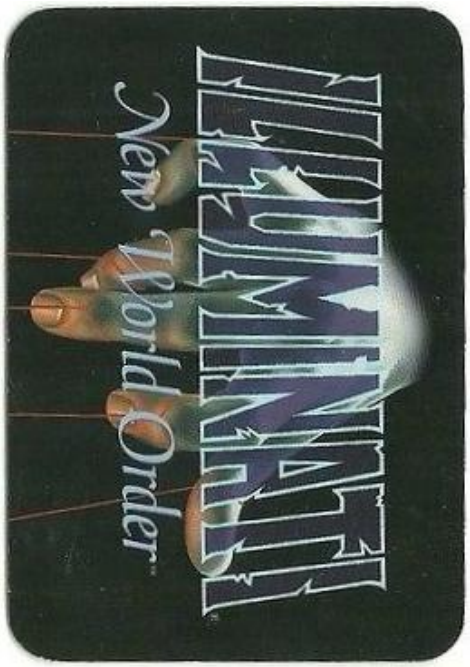
Green

You'd PAY To Know What You REALLY Think!



But that service is not available in this area at this time. Thank you for calling.

Play this card at any time, except during an attack. Choose any group you control (other than your Illuminati), as long as it has no puppets, and put it in the uncontrolled area (in a game with no uncontrolled area, discard it). Replace it with the top card from the Groups deck. If that card is a Resource, place it with your Resources instead. If the new Group cannot be controlled by its intended master, discard it, and draw a Plot instead. The new group, if any, gets any tokens the old group had on it at the time of the switch.



ILLUMINATI®

Neue Weltordnung

Autonome

+10 auf *jeden Versuch* beliebige *regierungstreue* Gruppen zu zerstören.

MACHT 3 WIDER 4

Liberal, Fanatisch

Brauereien

Aufgrund ihres enormen Werbebudgets bewirkt diese Gruppe +4 auf *direkte* Kontrollangriffe gegen beliebige *Medien*gruppen.

Die Aktion dieser Gruppe kann jederzeit eingesetzt werden, um einen Gegenspieler daran zu hindern, eine Karte zu ziehen. Es kann pro Runde nur dem Ziehen *einer* Karte auf diese Weise entgegengewirkt werden.

MACHT 3 WIDER 1

Korporativ

Bundesverfassungs-gericht

Der Besitzer dieser Gruppe kann ihre Aktion einsetzen, um die Aktion einer anderen regierungstreuen Gruppe rückgängig zu machen. (Regierungstreue Gruppen, die nicht aus Deutschland kommen, sind damit natürlich auch gemeint.)

MACHT 3/3 WIDER 6

Regierungstreu, Friedlich

Burschenschaften

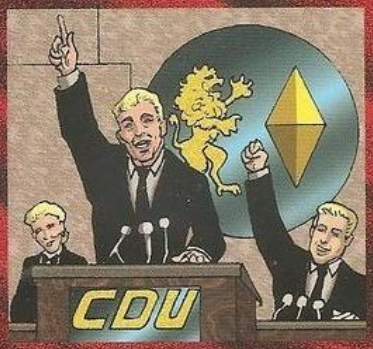
Die Aktion dieser Gruppe kann jederzeit eingesetzt werden, um eine Karte vom eigenen Gruppenstapel zu ziehen.

Die Burschenschaften zählen als zwei konservative Gruppen für das Erfüllen von Siegbedingungen.

MACHT 3 WIDER 5

Konservativ

Christdemokraten



+5 auf die *direkte* Kontrolle einer beliebigen regierungstreuen Gruppe. Dies gilt nicht für regierungstreue *Nationen*.

MACHT 5/4 WIDER 4

Konservativ

CONspiracy

Es gibt immer jemanden, der Dich kontrolliert!

Die Macht aller anderen verrückten Gruppen innerhalb der eigenen Machtstruktur steigt um 1.

MACHT 2/2 WIDER 3

Fanatisch, Verrückt

Persönlichkeit

Dagobert

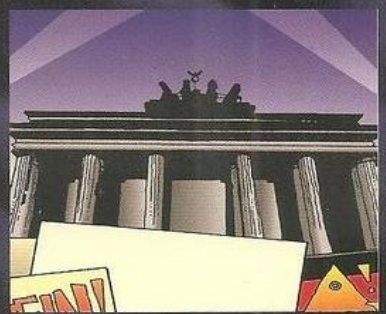
Einmal pro Runde kann der Besitzer von Dagobert versuchen, einen Aktionsmarker einer beliebigen korporativen Gruppe zu stehlen. Dazu muß er 1W würfeln. Bei 1–3 ist der Versuch mißlungen und es geschieht nichts. Bei 4–6 erhält Dagobert den gestohlenen Aktionsmarker; er kann ihn jedoch nur zu seiner eigenen Verteidigung einsetzen.

Dagobert darf nur Aktionsmarker stehlen, bevor diese eingesetzt werden. Er darf nicht warten, bis sie benutzt werden und sie dann versuchen zu stehlen.

MACHT 1 WIDER 3

Kriminell, Fanatisch, Bürgerlich

Demo in Berlin



Diese Karte muß zusammen mit einem anderen Komplott, für das Aktionen benötigt werden, ausgespielt werden. Die Demo ersetzt die Aktion(en) von Gruppen mit Macht 6 oder weniger, unabhängig von Gesinnungen oder Attributen. Sie kann allerdings nicht anstelle von Illuminati-Aktionen eingesetzt werden. Zum Ausgleich muß der Ausspielende die oberste Karte seines Komplottstapels ablegen.

Jeder Spieler darf nur eine Demo in Berlin pro Runde einsetzen.

Karte ablegen

Persönlichkeit

Der große Magier

+2 auf *jeden Versuch* beliebige *magische* Gruppen zu kontrollieren.

+10 auf die *direkte* Kontrolle einer beliebigen *magischen* Gruppe.

MACHT 1/1 WIDER 2

Friedlich

Magie

Persönlichkeit

Erich Honecker

Der Besitzer von Erich kann bis zu drei beliebige Komplotte verdeckt unter Erich plazieren. Diese zählen nicht mehr zu der maximalen Anzahl an Handkarten. Sie können jederzeit ausgespielt werden. Es muß jedoch angekündigt werden, um welches Komplott es sich handelt. Anschließend wird mit 1W gewürfelt: Bei 1-3 wird das Komplott abgelegt. Bei 4-6 kann das Komplott eingesetzt werden und es müssen die auf dem Komplott aufgeführten Aktion(en) ausgeführt werden. Wechselt Erich den Besitzer, geschieht dasselbe mit seinen Komplotten.

MACHT 1 WIDERSTAND 6

Konservativ, Regierungstreu

Kommunistisch

Ort

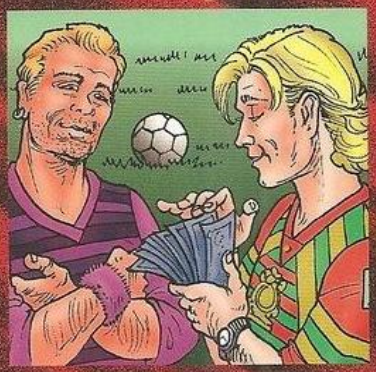
Frankfurt

Die Macht aller anderen kriminellen Gruppen innerhalb der eigenen Machtstruktur steigt um 1.

MACHT 7 WIDERSTAND 8

Gewalttätig, Kriminell, Regierungstreu

Fußballprofis



Korporative Marionetten der Fußballprofis erhalten *zusätzlich* das Attribut Medien.

MACHT 2 WIDERSTAND 4

Korporativ

Medien

Persönlichkeit

Genschman

Genschman ist liberal, wenn er sich so fühlt. Er hat nur dann die Gesinnung liberal, wenn der Spieler dies möchte.

Er erhält einen +2 Bonus zur Unterstützung einer beliebigen *Nation* bei der Verteidigung gegen einen beliebigen Angriff.

MACHT 3/3 WIDERSTAND 3

Liberal (manchmal), Bürgerlich

Persönlichkeit

Hannelore Kohl

In jeder Runde, in der sich Hannelore und das Rote Kreuz in der selben Machtstruktur befinden, erhält das Rote Kreuz einen *zusätzlichen* Aktionsmarker.

MACHT 2 WIDERSTAND 2

Bürgerlich, Konservativ

Persönlichkeit

Helmut Kohl

+3 auf *jeden Versuch* beliebige *regierungstreue* Gruppen zu kontrollieren, die Teil von Deutschland sind.

+8 auf die *direkte* Kontrolle einer beliebigen *regierungstreuen* Gruppe.

Jedesmal, wenn Helmuts Gesinnungen gefragt sind, wird mit 1W gefürlelt: Bei 1-3 ist er *bürgerlich*. Bei 4-6 ist er es nicht.

MACHT 4 WIDERSTAND 2

Konservativ, Regierungstreu, Bürgerlich (manchmal)

Hipos

Die Aktion dieser Gruppe kann eingesetzt werden, um einen beliebigen Mitspieler auszuwählen. Dieser Spieler muß von allen seinen Gruppen, die mehr als einen Aktionsmarker besitzen, einen entfernen.

MACHT 1 WIDERSTAND 4

Regierungstreu, Bürgerlich

Persönlichkeit

Joschka Fischer

+4 auf die *direkte* Kontrolle einer beliebigen *grünen* Gruppe.

Joschkas Aktionsmarker kann eingesetzt werden, um eine Aktion der Atomkraftwerke rückgängig zu machen.

MACHT 1/1 WIDERSTAND 4

Regierungstreu, Liberal

Grün

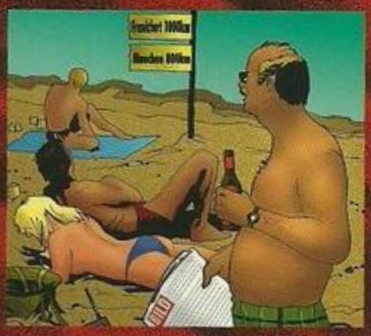
Ließ es von meinen Lippen

Eine bekannte Persönlichkeit tritt im Fernsehen auf und redet sich aus allem heraus!

Diese Karte kann nach einem *erfolgreichen* Zerstörungs- oder Kontrollangriff (ausgenommen *Attentate*) gegen eine eigene Persönlichkeit ausgespielt werden. Der Angriff schlägt automatisch fehl.

Ort

Mallorca



Der beliebteste Urlaubsort des deutschen Durchschnittsbürgers.

Korporative Gruppen, die diesen Ort kontrollieren, erhalten jede Runde eine zusätzliche Aktion.

MACHT 1 WIDERSTAND 2

Korporativ — Küste

Persönlichkeit

Showmaster

Seine Show zu besuchen ist immer ein Glücksspiel ...

Die Aktion dieser Gruppe kann eingesetzt werden, um die Macht einer Persönlichkeit zu verändern. Hierzu ist die Zustimmung des Besitzers erforderlich.

Es wird mit 1W gewürfelt. Bei 1–3 wird die aufgedruckte Macht der Persönlichkeit auf 1 gesenkt. Bei 4–6 wird sie *permanent* verdoppelt.

Jede Persönlichkeit darf die Show nur ein einziges Mal besuchen.

MACHT 1 WIDERSTAND 1

Bürgerlich, Konservativ

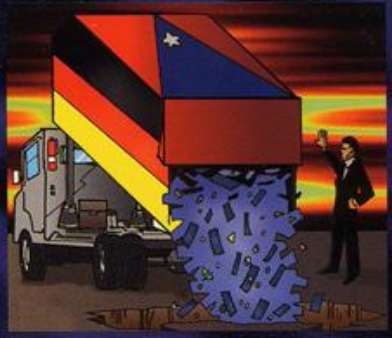
Sozialdemokraten

+4 auf die *direkte* Kontrolle regierungstreuer Gruppen, die nicht gleichzeitig *Nationen* sind.

6/5 WIDERSTAND 4

Liberal

Staatsrücklagen



Diese Karte kann jederzeit ausgespielt werden. Dazu wird eine Aktion der Illuminati benötigt.

Eine regierungstreue Gruppe, oder zwei oder mehrere regierungstreue Gruppen mit einer gesamten Macht von 5 oder weniger, erhalten einen Aktionsmarker, wenn sie keinen besitzen.

Gruppen, die aufgrund anderer Karten oder besonderer Fähigkeiten keine Aktionsmarker erhalten, profitieren von diesem Komplott nicht.

Illuminati-Aktion

Persönlichkeit

Talkmaster

»Ich bin ein sehr guter Koch. Und putzen und aufräumen kann ich auch ...«

Aufgrund seiner Toleranz und seiner offenen Art ist er der beste Talkmaster.

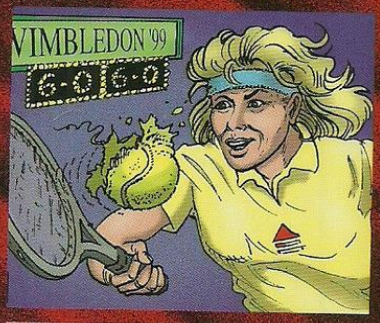
+6 auf die *direkte* Kontrolle einer beliebigen *Persönlichkeit*.

MACHT 1 WIDERSTAND 2

Liberal — Medien

Persönlichkeit

Tennis-Star



+4 auf die gesamte Machtstruktur zur Verteidigung gegen beliebige Angriffe an denen *Medien*gruppen beteiligt sind.

+10 zur Verteidigung gegen beliebige Angriffe, die von *Medien*gruppen ausgeführt werden.

MACHT 1 WIDERSTAND 4

Bürgerlich, Liberal

Wach- und Schießgesellschaften

Der Widerstand dieser Gruppe steigt bei der Verteidigung gegen liberale, verrückte oder *kommunistische* Gruppen auf 10!

Wenn eine eigene konservative oder gewalttätige Gruppe angegriffen wird, darf der Besitzer der Wach- und Schießgesellschaften, unabhängig vom Ausgang der Aktion, einen neuen Komplott ziehen, wenn die Wach- und Schießgesellschaften noch von ihm kontrolliert wird.

MACHT 1 WIDERSTAND 3*

Gewalttätig, Konservativ

Werbeagenturen

+2 auf *jeden Versuch* beliebige *Medien*gruppen zu kontrollieren oder zu zerstören oder
+10 auf *direkte* Kontrollangriffe gegen eine beliebige *Medien*gruppe.

3/3 WIDE 3

Korporativ — *Medien*

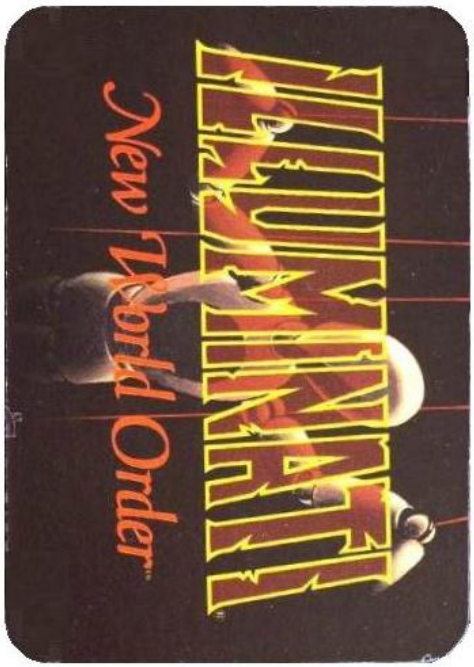
Zuvieldienstleistende

»Sei vorsichtig Opa! Das Rad könnte locker sein …«

Die Aktion dieser Gruppe kann eingesetzt werden, um die Macht einer beliebigen *konservativen* Gruppe um 3 zu senken, oder um die Macht einer beliebigen *liberalen* Gruppe um 3 zu erhöhen. Die Wirkung hält bis zum Beginn des nächsten eigenen Zuges an.

MACHT 2 WIDE 3

Liberal, Fanatisch — Grün



ILLUMINATI

New World Order

Fan Cards

Place

Afganistan

Groups with *Corporate* or *Fanatic* alignments receive a +5 bonus instead of the normal -4 to control Afghanistan. Afghanistan has a +12 to directly control any criminal group.

POWER 3 RESISTANCE 7

Government, Violent, Criminal, Fanatic — *Nation, Huge*

Place

Alaska

"Ladies, in Alaska your odds are good, but the goods are odd."
Adds +5 to any attack to control the Multinational Oil Companies. The Oil Comanies get an identical bonus on attacks to control Alaska!
Strange things crop up in Alaska sooner or later... By spending its action the player controlling Alaska may go through any players discard pile and claim one *Weird* or *Fanatic* group for their hand. The card must still be brought into play normally. If no such card can be found the action is lost.

POWER 3/1 RESISTANCE 3

Government, Conservative, Violent — *Huge, Coastal*

American Civil Liberties Union

Because liberty can't defend itself
The ACLU gives +10 to any attempt to destroy any *Government* group.

POWER 3 RESISTANCE 4

Liberal, Fanatic

Angela Merkel

Chancellor of Germany since 2005 - and with no immediate plans of stepping down.
Angela gives +3 on any attempt to control any *Government* group that is part of Germany - or Germany itself. She has +8 for direct control of any *Government* group.
Any time Angela's Alignment matters, roll a die: 1-3, she's *Straight* at the moment. On a 4-6, she's not.

POWER 4 RESISTANCE 2

Government, Conservative, Straight (sometimes)

Anthrax Letters

Disaster! This is an Insatant Attack to Destroy any Place. It does not require an action. It's power is 6.
If the attack succeeds, the target is Devestated. Anthrax Letters cannot Destroy it's target. However, if the target place has any puppets that are Personalitiies, or Personalities linked to it, then they each muct roll as if this attack was played on them as well. If any of these rolls succeed AT ALL the Personality is destroyed.
Alternatively, if the CDC is in play, it may spend an action token to cancel this card.

Disaster!

Place

Area 51

"What!? Oh, THAT!! Nope, nothing mysterious going on there. Nothing at all. In fact, the place doesn't even exist."
All of your *Secret* groups get +4.
Area 51 is immune from *Disasters*. Any Resource linked to Area 51 cannot be *captured* or *destroyed*. However, if Area 51 is *captured* or *destroyed*, the linked Resource goes with it.

POWER 4/2 RESISTANCE 6

Government — *Secret*

Atlantis

SPECIAL GOAL: Control of groups with a total global power of 35, including your own, reduces your basic goal by 3.

POWER 7/7

You may expose two plots each turn, as a free move.

Personality

Barack Obama

"What do you think a stimulus is? It's spending - that's the whole point! Seriously."
Gives +4 to control any *Bank* or *Corporate* group. Conservative groups double their resistance when Oboma is involved in an attack to control (beating the other side is easy compared to working with it). If a Conservative group is involved in an attack against Obama, he is treated as though he had fanatic among his alignments (due to their perceptions).

POWER 5/1 RESISTANCE 5

Liberal, Government — *Green, Media*

Personality

Bob Woodward

Bob Woodward may use his action to write a book about any Government group, causing it to lose any action tokens it has. Woodward can also use his action to cancel an action by any Government group.

POWER 1 RESISTANCE 2

Straight — *Media*

Bridge To Nowhere

Good for a temporary reputation boost, this card lets you take an action from an opposing *Government* group and give it to one of your own personalities. this cannot be used on a group that is a direct puppet of an illuminati - the Secret Masters keep to close an eye on their own books...

Coach Potatoes

Don't turn it off - the test card will be on, any minute now.
By spending one Illuminati Action, or Action(s) of *Media* groups with total Power of 6 or more, you may add any one Alignment to the Couch Potatoes. This effect lasts until the beginning of your next turn. You can't add an Alignment that is opposite to one they already have.

POWER 1 RESISTANCE 4

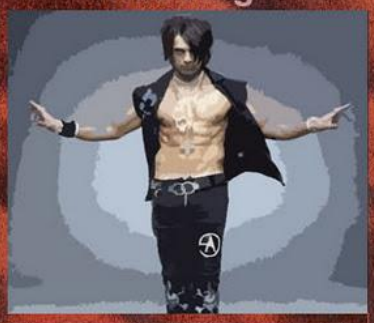
Fanatic

New World Order

Corporate Ownership ofthe Public Airwaves

"Todays show was brought to you by the letter 'P' for the word 'Patriatism!'
All Media groups are now considered Conservative and Corporate, losing any Liberal or Governmentalignments they may have had.
This cars replaces any Yellow NWO cards in play.

Criss Angel



Blowing just enough tricks to convince you that he's a fraud.
Gives +2 on any attempt to control any *Magic* group. Has +10 for direct control of any *Magic* group.

POWER 1/1 RESISTANCE 2

Peaceful

Magic

D.E.A.

The D.E.A. makes sure that everybody keeps their noses clean.
Spend this group's action to choose one player. Your victim must remove one Action token from each of his groups that has more than one Action token.

POWER 1 RESISTANCE 4

Government, Straight

Einstein's Brain

*They weren't allowed to take it, but they did it anyway. And, yes, **a** brain was dissected, but it wasn't Albert's...*

Einstein's Brain is a powerful source of inspiration. Link it to any *Science* group. That group now has Global Power equal to its regular Power. *Or*, its Resistance is doubled.

If the group this card is linked to is *captured*, then this resource goes with it. If the linked group is *destroyed* or *devastated*, then this resource is *lost*; discard this card.

Unique Artifact

Ex-Hippies

Call off the merger - they've got, like, really negative auras man.
Gives +2 on any attempt to control any Weird group.
During the other players' turns, the Ex-Hippies are Straight. During your own turn, they are Weird.
(In a two-player game, they're Weird only on every second turn.)

POWER 2 RESISTANCE 4

Straight (sometimes), Weird (sometimes)

Fashion Designers

The Power of each of your Weird groups is increased by 1, except for your Weird Personalities, which are increased by 2.

The Fashion Designers have an extra +6 for *direct control* of a *Media* Personality, or +4 for *direct control* of any other Personality.

POWER 4 RESISTANCE 7

Weird, Fanatic, Corporate

Media

Flash Mob

They come, they do something strange, and they go again. Play by spending an action from any *Weird* group. When the Flash Mob is put into play, pick two of your *Weird* groups and roll one die. On a 1 - 4 they may steal an action from two *Straight* groups! On a 5 - 6 your groups lose **their** action, The *Weird* group that initiated the Flash Mob is not eligible for the penalty or the benefit.

Requires Action From Weird Group

Food & Drug Administration

The FDA may use its action at *any time* to remove *all* the action tokens from any one of the following: Drug Companies, Fast Food Chains, Liquor Companies, Tobacco Companies; feel free to extend this ability to any other group that all player can agree on...

The FDA also get +4 for *direct control* of any of these groups, instead of -4.

POWER 3 RESISTANCE 5

Government, Conservative

Science

FOREIGN AID

"Don't spend it all in one place..."

Place an Action token on any one Nation group, or on two or more Nations whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

Fox News Channel

"Fox News: We help you decide... OR ELSE!"

Fox News Channel cannot be controlled by a Liberal group, and Fox News Channel can only control Media groups or personalities.

While Fox News Channel is in play all Media groups that are not already Conservative must make a choice: either become Conservative (losing any Liberal alignment they may have had) or take a -1 to their power and become Liberal (if not already so).

POWER 4 RESISTANCE 4

Corporate, Conservative, Violent

Media

New World Order Fundamentalism

We are the chosen people. Chosen by us.

Fanatic is no longer the opposite of Fanatic; all Fanatic groups are now considered to have the same alignment for all purposes. The Fanatic alignment is instead considered opposite to Government and vise versa. This does not affect Government relationship to Corporate. All groups that are both Government and Fanatic lose the Government alignment.

This card replaces any Yellow NWO cards in play.

GeekCon

Nothing makes geeks take heart like the opportunity to embrace their geekyness in the company of their own kind.

Gives +1 power to all your other *Weird* groups.

POWER 2/1/2 RESISTANCE 3

Fanatic, Weird

New World Order Heavy Rain

And the forecast for next week: Rain, rain, rain, only interrupted by the occasional hailstorm.

The weather is at it's worst, which means crime rates are dropping since everybody's staying home watching TV. Increase the power of all *Media* groups by 1 point. Reduce the power of all *Criminal* groups by 2 points. Also, Weather Satellites may no longer be used to decrease disaster or attack to destroy!

This card replaces any yellow NWO card in play.

Hippies

"Heeeey! Far out! Right on! Dig it!"

Hippies cannot directly attack any other group. They may only aid or be controlled by groups that are either Liberal or Peaceful or Weird or *Green and nothing else.*

Old hippies never die, they only mellow out, man! If the Hippies are *destroyed*, shuffle them back into your Groups pile. They do not count as a *destroyed* group.

POWER 0/2 RESISTANCE 4

Liberal, Peaceful, Weird

Green

Hitlerize

A target personalities opponents have found a way to compare them to Hitler, wasily demonizing and marginalizing them. For the rest of the turn no groups will come to the aid of the Hitlerized personality

Hopenosis

Change is coming, YES WE CAN!

Gives a personality a +4 bonus on any attack to control they make, do to the hope their speeches now inspire all across the world! The bonus is permanent, but if the group ever takes part in an action that fails the masses lose faith in the speakers message of hope and the affects of this card end.

There may never be more than one Hopenosis in play at a time. If a new one is played the previous one is discarded, being there's always a new snake oil vender... er... messenger of hope in town!